The
BOOK
of
NIMBUS

NETSTORM:
Islands At War™

ORBIS SERENIS

ORBIS PYROS
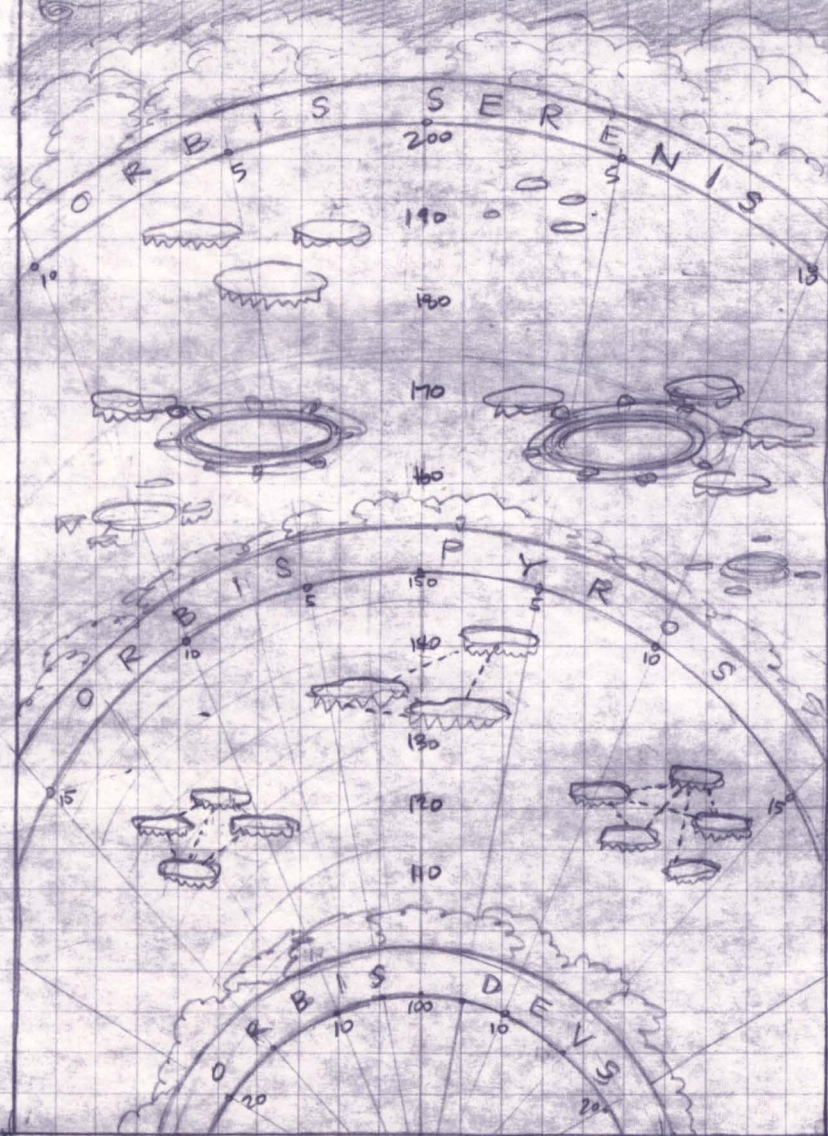
ORBIS DEVS

The Book of Nimbus

Book One:
Epistle to the New High Priest

The fact that you have this Great Book open before you means that the High Priest of your island—a divine friend to your people—has been captured in battle and slaughtered by another tribe of Nimbus. Let your people mourn and wail for him, as they surely will. For you, however, the time of mourning must now be finished. For you have been chosen to replace him, and there is much that you must learn, and very little time.

The pages that follow will clarify your tasks and duties in detail, but certain things must be explained immediately. Let the details wait for a calmer time, if ever it comes. You have been chosen from among your people to serve them, even until your very death.

If you are reading this now, then you have come safely through your initiation. Undoubtedly you are afraid and confused, and your body is weak. Be assured that you will recover—that you will soon be even stronger than before.

Now your training in the Priesthood of Nimbus begins.

Know that in a time before memory the floating islands of Nimbus were one: one sphere of land, one tribe of people, and that our hearts were free of hatred, as they can never be again.

Know that under that one land, there grew an invisible darkness and storm. The Furies whose brotherhood was balanced and strong collapsed into ferocious jealousies and rage. Thunder who is powerful and proud craved the agility and speed of his brother Wind who longed, in turn, for the rejuvenating powers of Rain. And the envy spiraled. And the storm under the land rumbled and grew. It was this battle, which rages still, that tattered our land, tore it into bits, and hurled the pieces into the sky: Nimbus as we know it now.

Know that the Furies have divided us. The wise ancients say that the Furies will unite us again in the end times. Until then, we must fight for the precious resources that these islands supply us. We must descend from the peaceful Serenisphere, down into the Pyrosphere where these battles rage. If we do not fight, we do not survive.

But make no mistake: survival is secondary to glory. We are fighting to rule these skies, to dominate our enemy tribes, and to unite Nimbus again under one mighty hand.

Know that henceforward you are in mortal danger. Your spilled blood is precious to other Priests, as theirs will be precious to you. It is only by the release of their blood that the Furies will grant you the Knowledge of wondrous and powerful forms of warfare. Your people will need them to dominate your ravenous foes. Let your knife dig deep into the hearts of these men. Let your Altar wrench from their souls the bloody destiny of your people.

Know that this sacred Temple, these stately Workshops, and all the parts of this miraculous machinery of war are now parts of yourself. And these magical bridges that weave it together are like the veins that run between your own organs. When a Workshop is destroyed it will seem that your arm is being hacked from your body. When a bridge falls down through the clouds and into the abyss, you will feel that you are falling with it. And when your Whirligigs or your Thunder Cannons score victories for your people, you will feel the glory of that victory surging toward your heart like a heat.

Know that one day, you may meet your end on the Altar of your foes. If that hour should come, another will be chosen. He will suffer as you have suffered, and he will carry on your work, just as you now take up the torch of those who have come before you. Look to the vast tribute people now pay to your slain predecessor. Someday that tribute and glory will be yours.

Go forth, High Priest of Nimbus, into your destiny.

The Book of Nimbus:
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Book Two:
Getting Started

Minimum System Requirements

- 100% Microsoft® Windows® 95 compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices)

- Microsoft Windows 95 operating system (English language version)

- Pentium® 90 MHz processor

- 16 MB RAM

- 15 MB of uncompressed hard disk space

- 256 Color (640 x 480) VLB or PCI video card with 1MB RAM

- 100% Sound Blaster®-compatible sound card

- Double-speed CD-ROM drive (300K/second sustained transfer rate)

- 100% Microsoft-compatible mouse and driver

Additional System Requirements for Multiplayer:

- 100% 14.4Kbps Windows 95-compatible modem

- 100% Windows 95 compatible network (LAN)

- IPX network (LAN) and/or TCP/IP network (Internet play)

Free Internet play requires access to the Internet. Player is responsible for applicable fees.

> Important Note: *NetStorm* uses Microsoft DirectX technology, which requires your system to be able to fully support DirectX.

Setup and Installation

Place the NetStorm CD in your CD-ROM drive. *NetStorm* uses Windows 95 Autoplay.
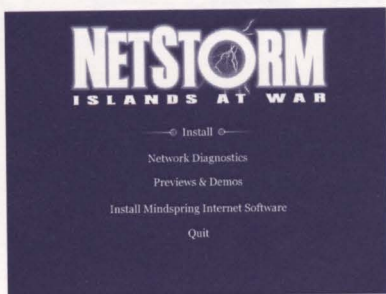

If your system's Autoplay is enabled the NetStorm splash screen (pictured left) will appear on your screen.

If your Autoplay feature is not working, click on the Windows 95 Start button, select **Run**, then **Browse**. Go to your CD-ROM drive, select **Splashapp.exe**, and press the **OK** button.

Install (or re-install) *NetStorm* by clicking the appropriate button. Follow the on-screen directions and you will be up and running in no time.

In order for *NetStorm* to test your Internet connection you must be connected to the Internet. If you are not on-line when beginning installation, *NetStorm* will prompt you (by displaying your ISP dial-up window) to dial in. Once connected, *NetStorm* checks your system. Don't panic if you fail a test, you may still be able to play. Perhaps your current connection is not clean enough, or you have been disconnected. Try again, and if your system still fails, consult the electronic technical help files located on the CD. As a last resort, call your equipment manufacturer, or Activision Technical Support (numbers located in the Help Files).

The remaining buttons on the Installation Options menu are as follows:

- The **Play** and **Uninstall** *NetStorm* buttons do just that.
- **Network Diagnostics** ascertains if your ISP is capable of supporting Internet NetStorm play.
- **Previews & Demos** gives a sneak peak at upcoming Activision titles.
- **Quit** takes you back to reality.

Please register your copy of *Netstorm* by completing the Registration Card and returning to Activision at the address supplied.

Troubleshooting

Online Help

We have supplied a technical help file that can help you with troubleshooting problems. There are three ways to access this help file:

- Right-click on the **NetStorm CD** icon and select **Technical Help**.

- After installation, from the Start menu, select **Programs/NetStorm/NetStorm Technical Help**.

- From within the game, click on the Help button in the Main menu or select **General Help** from the **About** pull-down menu.

AutoPlay

If the NetStorm title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.

2. Select the **Refresh** option located in the **View** pull-down menu.

3. Double-click on the **NetStorm CD** icon in the window or right-click on the icon and choose the **AutoPlay** option.

4. After the NetStorm title screen appears, click on the **Play/Install** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.

2. Your CD-ROM driver may not be optimized for use with Windows 95. To verify this, perform the following steps:

   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.

   b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DirectX 5

During NetStorm setup, the installation process will offer to install Microsoft's DirectX 5 on your computer. If you agree, the appropriate files will be installed automatically.

Q. What is DirectX 5 and why do I need it?

A. Microsoft's DirectX 5 is a set of functions that gives Windows games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for much of the performance gains associated with Windows 95 games. *NetStorm* uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 5 functions.

Q. If I don't have DirectX 5 will NetStorm install it for me?

A.Yes. InstallShield will offer to install DirectX 5 on your computer. If you agree, it will install DirectX 5 for you. After installation is complete, you will need to restart your computer in order for DirectX 5 to take effect.

Q. I already have other Windows games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A. If you already have other Windows games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 5. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 5 installed on your computer, the Microsoft DirectX 5 installer will detect that and not overwrite any DirectX 5 files. You will not need to restart your computer after installation in order to run *NetStorm*.

Problem	Solution
Program won't install	You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.
Game doesn't start	This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.

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Problem	Solution
Intro movie doesn't play properly	• Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 300K bps (a double-speed drive).
	• You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need 16 MB.
	• Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running *NetStorm*.
Game freezes	• Make sure your computer has at least 16 MB of RAM.
	• Make sure you are using the latest 32-bit drivers for all your peripheral devices.
No sound, partial sound, or no voices or sound effects	• Make sure you have a 100% Windows- compatible (Sound Blaster) sound card in your computer.
	• Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
	• Make sure you are using the latest 32-bit sound drivers for your sound card.
	• Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows to be sure all is correct. See your card's manual and your Windows manual for details.
Game too slow	• Make sure you are running *NetStorm* on a Pentium 90 or higher system. Any 486 or lower system usually will not perform at an acceptable speed.
	• Try turning off some Direct Draw options in the Options menu.
	• Make sure you have no other applications running in the background.

Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed.

Due to the complex nature of network games, please provide the following information when requesting technical support:

1. Complete product title.

2. Exact error message reported (if any) and a brief description of the problem.

3. What kind of processor does each machine have (e.g., Intel Pentium® 90)?

4. What kind of video and soundcards do the machines have (e.g., Diamond Stealth 64 video, Sound Blaster)?

Online Services with Activision Forums, E-Mail and File Library Support

● **Internet:** support@activision.com or www.activision.com

● **America Online:** Use keyword "Activision" to locate the Activision forum.

● **CompuServe:** 76004,2122 or [GO GAMBPUB] GO ACTIVISION

● **Activision BBS:** (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, Stop Bit (8, N, 1)

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Technical Support, please contact Activision in the UK on: **0990 143 525**.

For Customer Support you can contact Activision in the UK on **01895 456 700** between the hours of 1.00pm and 5.00pm (UK time) Monday to Friday with the exception of holidays.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online.

(Please note the online support is available in English only).
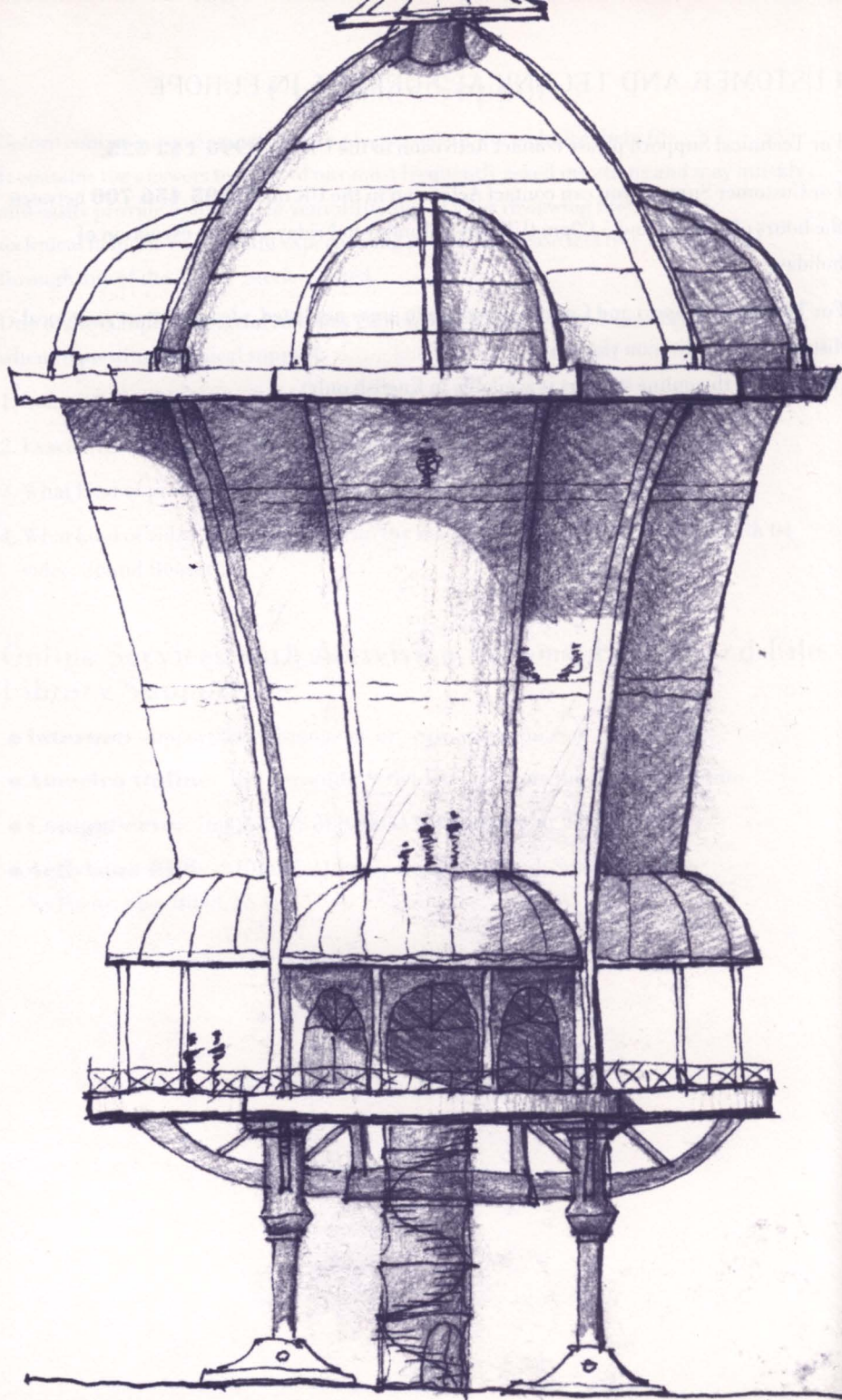
Book Three:
A First Lesson in Command

Winning

NetStorm is a deviously uncomplicated game. The object is to capture enemy High Priests, and Sacrifice them to the Furies in order to gain Knowledge. The more Knowledge you gain, the more weapons and technology you will have at your disposal . . . and the sooner you will be able to dominate the skies of Nimbus.

Basic Controls

• **Left-click** to pick up and drop objects.

• **Right-click** to see options and information, or to rotate objects held by your cursor.

• **Esc** to get the Options menu at the top of your screen.

• **Scrolling:** When you are playing *NetStorm* in full-screen mode, simply move the cursor to the edges of the screen in order to scroll in that direction. Alternatively, you can hold down the **Alt** key and the screen will scroll toward the cursor (in a full-screen or window mode).

Early Missions

The Field Generals of Nimbus have studied long at the Nimbian War College; you cannot hope to defeat them without adequate training. To aid in your study of Nimbian battle we have provided a simple group of missions appropriately titled Early Missions. These scenarios are similar to those taught to Nimbian officers in their first year of training, and will prepare you for the tougher conflict to come.

If you are running *NetStorm* for the first time choose **Play Early Missions** at the introductory screen.

Otherwise, at the Main menu, choose **Campaign**, and then choose **Early Missions**.

Note: This Book (Book Three) is intended for reference as you go through the on-screen tutorial missions. Feel free to skip Book Three, if you wish, and learn by playing!

Bridge the Gap

"We don't build bridges to make peace."
—GENERAL JAN MASARYK

In this elementary mission you will first learn to scroll around NetStorm's universe. After you have practiced scrolling, using the methods described under Basic Controls, click **F4** to center your view on your Temple and continue the mission.

> Hint: Scrolling with the Shift key depressed will scroll straight north, south, east, or west. This can be useful when aiming long-range cannons, for instance. (Use **Alt-Shift** in Window mode.)

Next, select bridges (by **left-clicking** on them) from the screen's left hand window (the Production window), and practice placing them on the main screen (again by **left-clicking**). You may only connect bridges to other friendly bridges, your home island, and Storm Geysers you have connected to previously. **Right-click** to rotate a selected bridge while it is in your cursor, and press Esc to return an unused bridge to the Production window. See Book Five for full details.

> Hint: Unattached bridges will eventually crack, then crumble and fall under their own weight.

After you have practiced rotating and placing a couple of bridges, *NetStorm* places a handful of Storm Geysers on the main screen (the Battle window). Storm Geysers spew Storm Crystals which may be gathered by a Transport (in this case, your High Priest), and taken to the Temple. The Temple automatically converts the Crystals into Storm Power, which is used to build Units and cast Spells. Use your new-found bridge-building skills to connect to a Storm Geyser.

> Hint: Toggling the **F2** key will hide buildings and Storm Geysers. This simplifies hooking to the Geyser's backside, for instance.

Once connected, **left-click** on your Priest then **left-click** the Storm Geyser. The Priest will walk to the Storm Geyser, collect a Storm Crystal and deliver it to the Temple where it will be converted into 200 units of Storm Power. He will repeat the process until you have 600 units of Storm Power, and the first mission will be complete.
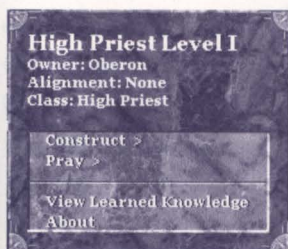
Secret Workshop

You will learn how to erect buildings in this mission. There are four building types in *NetStorm*: Temples, Workshops, Altars, and Outposts.

• The **Temple** transforms Storm Crystals into Storm Power and produces bridges.

• The **Workshop** makes Battle Units.

• The **Altar** is where captured enemy High Priests are Sacrificed.

• The **Outpost** is used for taking control of other islands (multiplayer only).

High Priest Level I
Owner: Oberon
Alignment: None
Class: High Priest

Construct >
Pray >

View Learned Knowledge
About

Right-click on your High Priest. Choose **Construct>**, then **Temple>**, then **Build Wind Temple**. The cursor will change to a red silhouette of the Wind Temple. Move it over an open area of your island until the silhouette turns into a full colored Wind Temple. **Left-click** to place. The High Priest will walk to the location and construct the Temple.

Construct a Sun Workshop in a similar manner. **Right-click** on your High Priest, select **Construct>**, and then **Workshop>** then **Build Sun Workshop**. Place the silhouette as you did before, and **left-click**.

Now, you will build your first weapon of war. To build weapons you must possess Knowledge of the weapon, then put the Knowledge into production, and then place the weapon into the Battle window. In this mission you have already been given Knowledge of the Sun Disc Thrower.

To produce the Sun Disc Thrower, **right-click** on the Sun Workshop and select **Put Knowledge Into Production>**. There are two production slots located at the top of the menu. Fill the first slot by selecting **Sun Disc Thrower**.
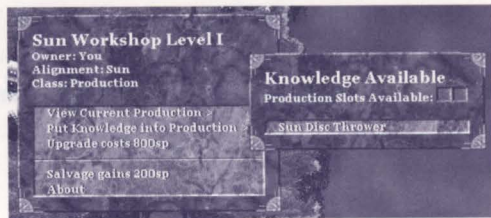
The Thrower pops into the Production window. **Left-clicking** on the Thrower's image "selects" the item (your cursor will change into a representation of the Thrower). Move the red Sun Disc Thrower silhouette over your island. When the image fills in, **left-click** and the Sun Disc Thrower is "placed."

To place any Battle unit (not buildings) in *NetStorm* you must meet three conditions:

1. The unit must be in **production**

2. You must have sufficient **Storm Power** to pay for the unit

3. You must meet the **Energy** requirements (Energy is generated by Temples and Generators, see below)

Again, we will cover this in greater detail in Book Five. For now, let us move on to mission three.

Capture the Priest

"There is no greater serenity than that which follows the sound cudgeling of an enemy."

−GENERAL EBENS RILFENSTOR

When this mission opens you will find a Wind Temple and Sun Workshop pre-built on your island. In later missions, you will be required to construct these yourself. Notice that the Production window now holds (in addition to the four bridge pieces) a Golem.

The Golem is a Transport unit and, like all Transports, can harvest Storm Crystals and can capture enemy High Priests. Build the Golem as you would any other Battle unit. Then use bridges to connect to a Storm Geyser. Select the recently built Golem (by **left-clicking** on him), and direct him to harvest Storm Crystals by **left-clicking** on the Storm Geyser to which your bridges have connected.

Now . . . time to capture your first enemy High Priest. To capture a High Priest you must first stun him. Any Battle unit or Spell that inflicts damage can stun a High Priest. In this mission we will use Sun Disc Throwers.

Once you have a couple of Golems harvesting Storm Crystals (multiple Golems may harvest from the same Storm Geyser), use bridges to connect to the enemy island that lies to the south. After connecting, put the Sun Disc Thrower into production. Now, you must place Throwers where they can bombard the Priest.

As we discussed previously, you must not only have sufficient Storm Power to purchase the Sun Disc Thrower and a space to place it, but you will also need Energy to complete the placement. Sun Disc Throwers require one unit of Sun (i.e. generic) Energy for placement. Although your Wind Temple will supply the needed Energy, its range, as depicted when you **left-click** on the Temple, is too short to supply a Sun Disc Thrower on the enemy's island.

To extend the Wind Temple's Energy range, you must build a Generator. **Right-click** on the Sun Workshop and put the Wind Generator into production. Next, place a string of Wind Generators from your island to the enemy's. This provides the Energy needed (a "power line" if you will) to construct several Sun Disc Throwers on the enemy's island.

> Note: When placing units off of bridges, be sure to place the unit in the sky, just off the end of a bridge piece. You cannot place units directly on top of the bridges themselves.

> Note: It takes one unit of Energy (any kind of Energy) to build a Wind Generator, so you must build the first Generator within the range of the Wind Temple. We will cover Energy and its use in Book Five.

The Sun Disc Throwers you have placed on the enemy island will fire their discs at the High Priest whenever he strolls within range. A hit will soon stun the High Priest. He will be immobilized, and a glowing ring will surround his figure.

While the High Priest is stunned you can capture him with any Transport, including the Golem. **Left-click** on the Golem and move the cursor over the stunned High Priest: the cursor will change to a hand. **Left-click** again and the Golem will move toward and capture the High Priest.

Normally, you would now Sacrifice him to the Furies, but that information will be introduced in the next mission.

Tactical Combat

"Those who advance blindly find trouble.
Victory always lurks in the corners."

—GENERAL DALIK MARRIDELT

Here you will learn to fight in the skies of Nimbus. The object of the mission, as is the ultimate object in all NetStorm missions, is to capture and Sacrifice the enemy High Priest. There is, however, a catch.

The enemy possesses Sun Cannons and you, initially, do not. Sun Cannons have a longer range and are more powerful than Sun Disc Throwers. Sun Cannons, however, can only shoot directly north, south, east, and west. So, if you place a Sun Disc Thrower Northeast of a Sun Cannon, the Sun Cannon will not be able to engage the Sun Disc Thrower.

Begin gathering Storm Power and put Sun Disc Throwers and Wind Generators into production (by **right-clicking** on your Workshop). Now, build a bridge, or several bridges, toward the south. Periodically place Wind Generators off of the ends of bridges (or off of the "branches" or "spurs" of the more intricately shaped bridge pieces). Take care not to place units in the line of fire of the enemy Sun Cannons.

Once your bridges are near the two enemy Sun Cannons, place Sun Disc Throwers where the enemy guns cannot engage you, and destroy them.

Note: **Left-clicking** on The Sun Disc Throwers, or any other Battle unit, will display the unit's firing range and directionality.

Next, you must destroy the den of Sun Disc Throwers on the enemy island. Your own Sun Disc Throwers can destroy them, or you can upgrade the Sun Workshop, put the Sun Cannon into production, and eliminate them with Sun Cannons.

Note: To gain new Knowledge, such as the Sun Cannon, you must normally Sacrifice an enemy High Priest (or two). For this mission, however, *NetStorm* grants the Knowledge gratis.

Hint: Although the Sun Cannon's firing directionality is limited, its range exceeds that of the Sun Disc Thrower. Use this to your advantage. By the way, frequently the explosion of one unit will sympathetically detonate an adjacent unit. This is a great way to take out numerous tightly packed Battle units.

After the enemy's defenses are neutralized, capture the enemy High Priest and bring him to your island.

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To Sacrifice the enemy High Priest, first **right-click** on your High Priest, select **Construct>**, and **Build Altar**. Have the Golem carry the enemy Priest to the center of the constructed Altar. The Golem will secure the enemy High Priest onto the Altar and walk away.

To Sacrifice, select your High Priest then **left-click** on the Altar with the dagger cursor that now appears.

Praise be to the Furies!

Subtle Defense

> *"Expect to go permanently deaf."*
> —FIRST LINE IN THE TENTH THUNDER
> ARTILLERY HANDBOOK

The enemy has overwhelming firepower in this mission. Their island has Thunder Cannons with incredible range and power, and Whirlibases that send flying Whirligigs to attack you from the air.

But wait, it gets worse. Your Temple is already under attack from the Thunder Cannon to the south when the mission begins.

First, put the Stone Tower (which can absorb a lot of punishment) into production. Place one in the path of the incoming Thunder Cannon rounds to protect your Wind Temple. You will need to replace this unit regularly.

Next, put the Wind Generator, the Sun Disc Thrower, and the Sun Cannon into production. Since you may only put two pieces of Knowledge into production for each Level I Workshop that you own, you must either upgrade your Workshop (to Level II then Level III), or build another Workshop. Do one or the other, and put the three Battle units listed above into production.

Advance on the enemy island with your bridges. Place the Stone Towers in front of your Battle units to protect them, and use the Sun Disc Throwers to hold the Whirligigs at bay. Once your Sun Cannons are within range of the Thunder Cannon and Whirlibases, destroy them. Remember to keep a Stone Tower in front of the Sun Cannon to avoid the Thunder Cannon's lethal fire.

Once the enemy's Thunder Cannon and Whirlibases are destroyed, send a Golem to the enemy island. It would normally be easier to trap the enemy High Priest in Sun Disc crossfire, unfortunately the presence of an enemy Temple on an island prevents the construction of your units on that island.

> Note: You cannot build Battle units on any island that contains an enemy Temple.

Once the Golem is on the island, have him "read" an Obelisk, by selecting the Golem and then **left-clicking** on one of the Obelisks. The bolt of lightning indicates that he has learned the Spell. To employ the magic he has learned, **right-click** on the Golem and select **Cast Devastation Spell**. The air about the Golem will begin to sparkle, and soon he will cast the Spell.

> Note: You must have enough Storm Power to pay for the Spell in order to cast it.

The only Spell on this island is Devastation. Once your Golem learns it, move him next to the enemy High Priest and cast it. The Spell will stun the Priest, and you may then capture him and return to your island to sacrifice him.

Now you are ready for the final training mission.

Raw Power

> *"What sins have we committed*
> *to deserve such power?"*
> —CAPTAIN VILLUS SPAKESMERE

This mission will train you to employ advanced, powerful "Aligned" units.

As we mentioned before, it takes Energy to construct a Battle unit. Sun units can accept any type of Energy. Other more powerful Battle units require specific types of Energy. There are three kinds of Energy, which correspond to the three furies: Wind, Rain, and Thunder.

Wind units rely on Wind Energy, just as Thunder and Rain units rely on Thunder and Rain Energy respectively. For a complete explanation of Energy refer to Book Five.

There are no Golems in this mission. Instead you will use an Air Ship. Like the Golem, the Air Ship is a Transport; it harvests Storm Crystals and captures enemy High Priests. Unlike Golems, however, the Air Ship can fly, and needs no bridges to reach its destination. Air Ships

are more expensive than Golems, and they require two units of Wind Energy and one of Sun. Your Wind Temple will supply one unit of Energy, however, so to build an Air Ship you will need to build two additional Wind Generators (each generates one unit of Wind Energy). Sun Energy may be satisfied by Energy from any type of generator. Build a couple of Air Ships and harvest some Storm Crystals.

Once the Storm Crystals are flowing, you will be given Knowledge of the Crossbow. These weapons are more potent than Sun Disc Throwers but only fire in an arc. Select a Crossbow from the Production window. **Right-click** (similar to bridges) to change its facing. Place a Crossbow on your island to defend your Battle units and buildings from Whirligig attack.

The enemy is protecting his island with a Sun Barricade. The thin, yellow wall between the two Barricade units blocks incoming fire, but permits friendly weapons to fire at will. Before you can silence the enemy's Thunder Cannons, Whirlibases, and Disc Throwers, you will need to take out the Sun Barricade units.

Use a leapfrog system, covering your Wind Generators with the Crossbows. Be sure to stay out of the Thunder Cannon's line of fire. Eliminate the enemy's Battle units, and the mission is complete.

* * *

This completes your initial training.
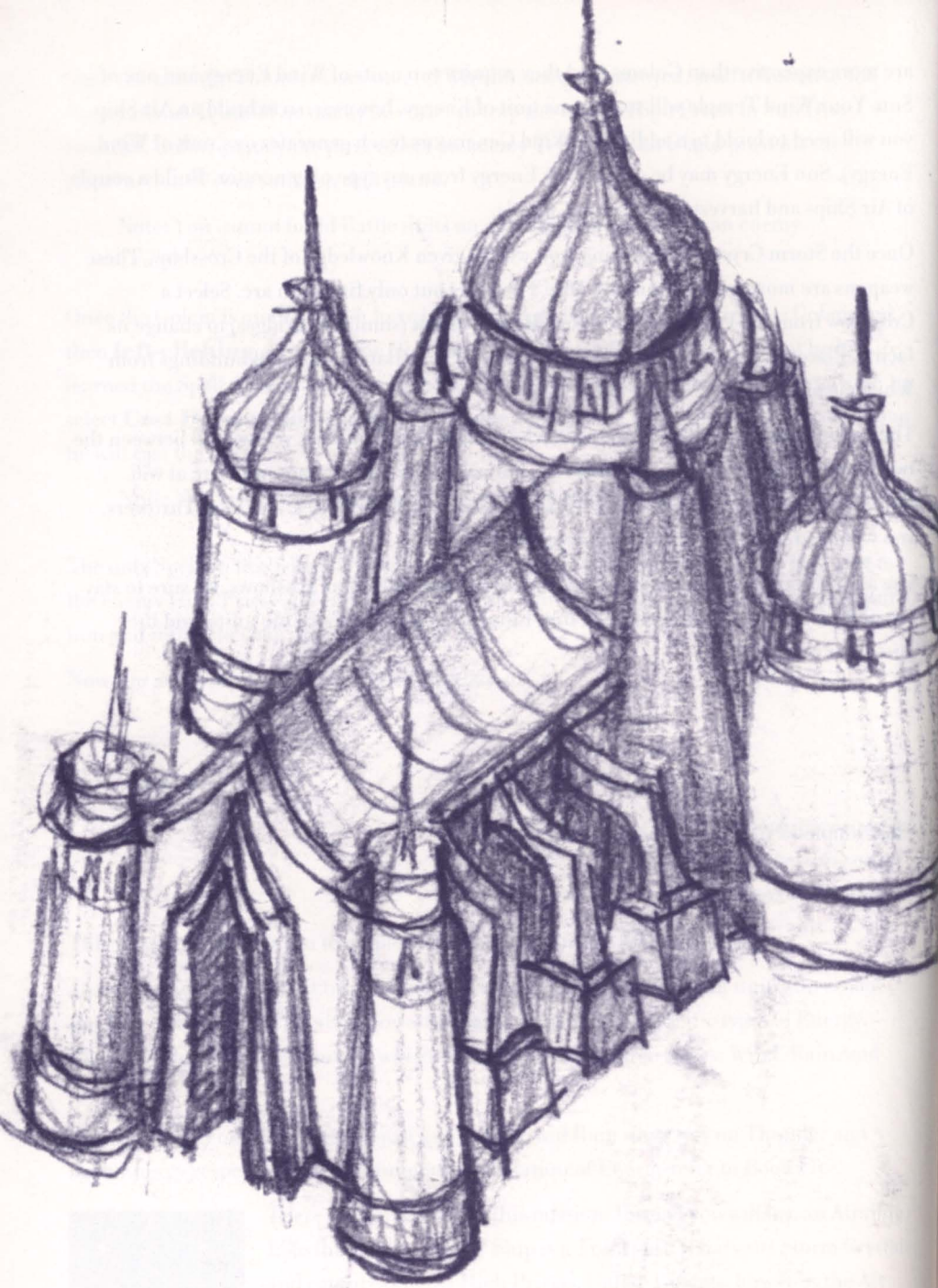
Book Four:
A Detailed Course in Operations

Book Four will instruct you in all of NetStorm's screens, options, and interface.

Opening Screen

After the introduction, *NetStorm* displays the Main Menu.

- **Campaign:** Campaign displays a sub-menu with the four single-player NetStorm campaigns.

- **Multiplayer:** This connects you to a NetStorm server of your choice where you may engage other gamers in combat. Look in Book Six for Details.

- **Demo:** This runs one of three computer-versus-computer demonstrations.

- **Help:** Provides access to the game's electronic help system, where you can troubleshoot or learn about the inner workings of *NetStorm*.

- **Intro:** Replays the introduction movie. (This button only appears if the NetStorm CD is in the CD-ROM drive.)

- **Credits:** Displays the creative people who gave birth to *NetStorm*.

- **Options:** Displays various menus with options for configuring the game.

- **Quit:** Quits.

Game Screen

Once you have chosen a mission (or initiated a multiplayer battle), you are taken to the game screen. The game screen is further divided into the Battle window and the Production window.

Battle Window

The largest sub-window of the game screen is the Battle window. It is here that you direct Transports, build buildings, and place Battle units. During multiplayer games, pressing **F3** opens a chat window in the lower portion of the Battle window.

Battle Window Menus:

There are five menus (Game, View, Options, Players, and About) located across the top of the Battle window. Press **Esc** to show these menus.

- **Game:** From the Game menu you may:
  - **Review Mission Objectives (F8):** Brings up the mission objective (in single player only).
  - **Restart Mission:** In single player only, restarts the mission you are currently playing.
  - **Leave Mission** or **Main Menu:** Returns you to the Main Menu.
  - **Leave Battle in Shame/Leave Battle Honorably:** In Multiplayer only, allows you to leave a battle prematurely.
  - **Declare a Draw:** In Multiplayer only, allows you to offer your opponent(s) a draw.
  - **Quit Game:** Terminates the NetStorm application.
- **View:** From the View menu you may:
  - **Hide Buildings (F2):** Hides buildings and Geysers (toggle).
  - **View Knowledge (F6):** Displays a screen showing the Knowledge you have acquired.
  - **Hide Chat (F3):** Hides or displays the chat window (toggle).
  - **View Home Temple (F4):** Centers the view on your Home Temple.
  - **View Your Priest (F5):** Centers the view on your High Priest.
  - **View Knowledge (F6):** Displays a screen showing the Knowledge you have acquired.
  - **Friends:** (Only in Challenge Arena.) Displays a list of friends who are currently online (see Book Six).

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- **Hide Island Ownership (F7):** Hides island edge colors designating player ownership (toggle).

- **Review Mission Objectives (F8):** Displays the mission objectives.

- **View Player List (F9):** Displays a list of players in the current game and their status.

- **Refresh:** (Only in Challenge Arena) Refreshes information of online players and locations.

- **Options:** From the Options menu you may:

  - **Direct Draw/Full Screen:** Switches the game into full-screen mode, which uses Direct Draw technology.

  - **Adjust Direct Draw:** Takes you to a sub-menu with the following options:

    - **Safe & Slow Mode:** This full-screen mode is supported by all but the buggiest video drivers, but the performance may be slow.

    - **Safe & Jumpy Mouse:** If your mouse leaves "trash" on the screen when you move the cursor around, you may need to turn this option on.

    - **Parallax Clouds:** You can make the clouds move as if they were far away, increasing the illusion of altitude in *NetStorm*.
      If your video card has enough memory, this won't slow the game down too much.

    - **Reduce Tearing:** In full-screen mode, when you scroll around, the screen may "tear" as you move. This option may reduce tearing. It may also slow your display down.

  - **Window Mode:** Returns the game to a window mode.

  - **Sound On:** Toggles sounds on or off.

  - **Play Music:** Toggles music on or off.

  - **Wind Noise:** Toggles wind noise on or off.

  - **Speaker Swap L/R:** This option sends left speaker sounds to the right speaker, and vice-versa.

  - **Sound Effect Volume>:** Takes you to a sub-menu that allows you to set the game's sound effects to volumes 1 through 5.

  - **Music Volume>:** Takes you to a sub-menu that allows you to set the game's sound effects to volumes 1 through 5.

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- **Edge Scroll in Fullscreen:** Toggles auto-scroll on and off (full-screen or 640 x 480 window mode only).

- **Cursor Snap to Grid:** Helps you place Battle units, bridges, and buildings precisely on NetStorm's underlying grid. This also aids in targeting straight line shooters such as Sun or Thunder Cannons.

- **Auto-Demo:** Turning this off stops the game from automatically starting a demo when the Main Menu is idle.

- **Tell Tips at Startup:** Toggles tip screen on and off when first launching *NetStorm*.

- **Pause (Shift-F9 or Pause):** Pauses the game (not available in multiplayer).

- **Players:** Displays a list of players in the current game, status and location of their Priest, alliances, and other information and options.

- **About:** From the About menu you may select:

  - **General Help (F1):** Displays the NetStorm on-line help guide.

  - **Version:** Shows you which version of *NetStorm* you are playing.

Production Window

The left section of the game screen is the Production window, which contains all available bridges and Battle units.

Bridges are free. If a Battle unit is red, then the cost of that unit exceeds the Storm Power you currently possess.

Storm Power Counter

The Storm Power you have accrued is displayed at the top of the Production window. When you have less than 1000 units of Storm Power, the amount will be displayed in red.

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The MiniMap

A strategic map (the MiniMap) displaying the entire Nimbian sky-battlefield, is located at the bottom of the Production window. The white rectangle in the MiniMap indicates the portion of the sky-battlefield that is displayed in the large Battle window. You may instantly move your Battle window view to another area of the sky-battlefield by **left-clicking** in the MiniMap, or by **left-clicking** and dragging the white rectangle found in the MiniMap.

General Mouse Interface

- **Left-click** on any object to select it. If the object is in the Production window, the selected object will now appear in your cursor. If the object is in the Battle window, a health bar will be displayed indicating its general well being: green is strong, yellow is weakened, and red is near destruction.

- If you try to select a Battle unit from the Production window, but do not possess enough Storm Power to create that unit, you will be notified, and your Storm Power reserves will blink.

- Once an object (Battle unit, building, etc.) is selected from the Production window, you may **left-click** in the Battle window to place it at an eligible location.

- If a Transport is selected in the Battle window, you may left-click to direct its movement. You can direct multiple Transports by holding the **Shift** key when selecting them, then **left-clicking** to direct them to the same destination.

- **Right-click** on any object to view further options, or learn more about the object.

- Scroll in full screen mode by moving the cursor to the edge of the screen. Alternatively, you can press **Alt** to scroll towards the cursor.
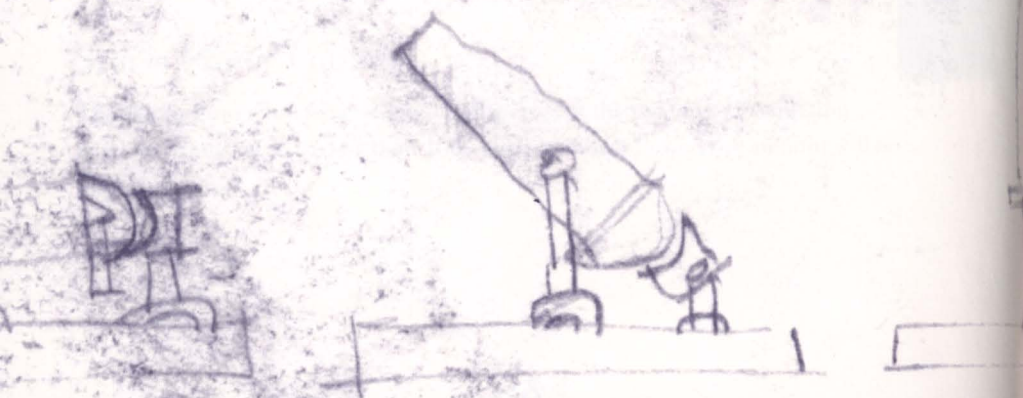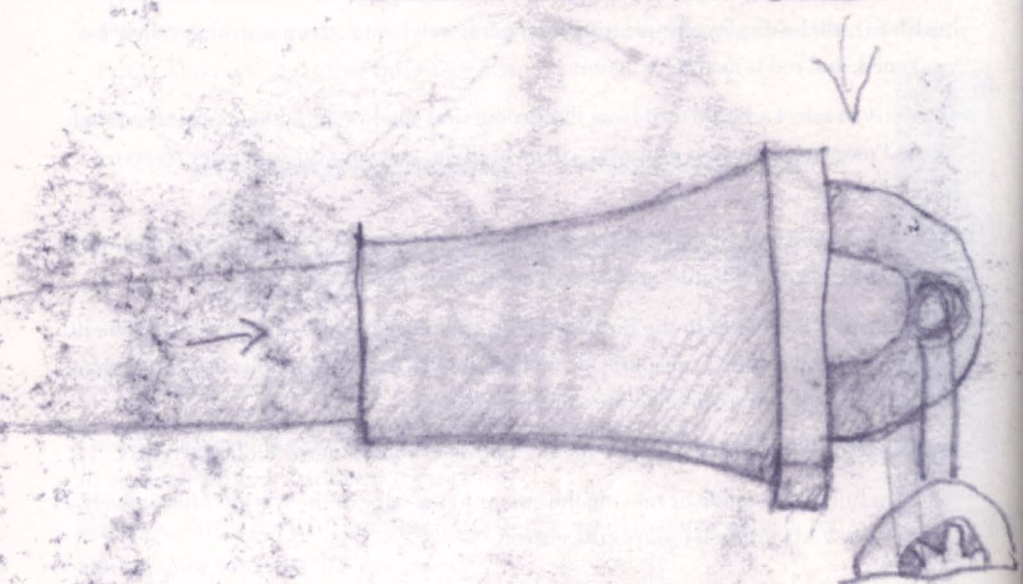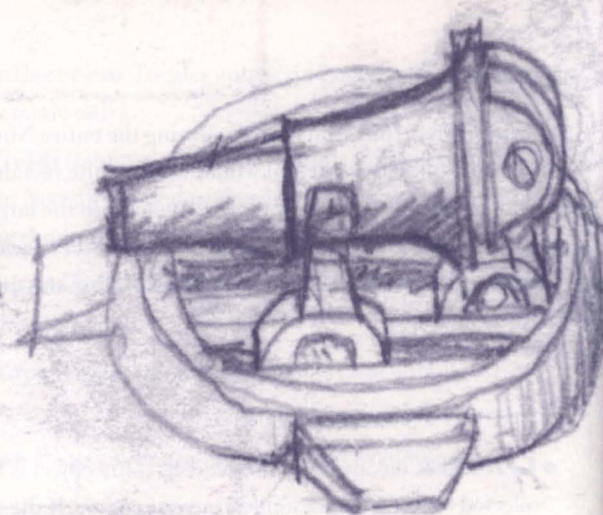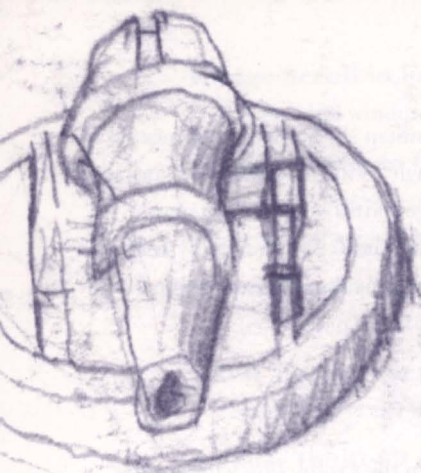
Book Five:
A Complete Guide to Rules and Tactics

Nimbians are a prideful yet obedient people; you will find leading them a pleasure. They do not, however, take kindly to fools. To gain their respect you must learn to direct them properly. Read this book carefully, for in it are the seeds of victory.

The History of Nimbus

On the surface of the planet Nimbus, far below the Nimbian's islands, the Three Furies, Wind, Rain, and Thunder, wage a vicious battle for control of the blue-green planet. Long ago, the destructive Energy of their war blasted huge chunks of the planet's surface into the atmosphere. There, in the cloud-strewn skies of Nimbus, the islands are held captive by the planet's strong gravity.

Once the Nimbians were granted flight Knowledge they moved to the sky islands to avoid the carnage from the Furies' conflict. Resources, however, are scarce, and the Nimbians must fight for the land to farm their crops and the power to fuel their machines.

At the heart of the Nimbian's battle are the High Priests of Nimbus, who possess incredible Knowledge of magic and machinery. Their Sacrifice (to the Furies) is the modus operandi of Nimbian conflict.

Winning

The goal of all Nimbian tribes is to capture enemy High Priests, and Sacrifice them to the Furies. Only through this Sacrifice can your tribe gain new Knowledge that will allow them to rule the skies of Nimbus.

Combat in the Skies of Nimbus: Behavior of Battle Units

Nimbian soldiers are well trained and fully understand how to employ their weapons. It is not necessary, or even possible, to direct each Battle unit's attack against the enemy. As commander of a Nimbian tribe, you merely direct the **placement** of your weapons, each of which has a specific rate of fire, direction of fire, and firing range. The Nimbians targeting the weapons will then decide which enemy to engage.

The Three Spheres of Nimbus

Three spheres coexist in the realm of Nimbus: The Deusphere, the Pyrosphere, and the Serenisphere. These are not realms of the mind, but rather physical sites, disparate in location as well as function. Although Nimbians battle in only one, the Pyrosphere, events in the other spheres affect those battles mightily.

- **Deusphere:** Here, the three Furies wage their eternal battle for supremacy. This violent sphere, which includes the lower planet of Nimbus, is inaccessible to the gamer.

- **Pyrosphere:** The sphere in which Nimbians fight for control of their floating islands. In this sphere you will fight your battles against other gamers or the computer.

- **Serenisphere:** As the name implies, the Serenisphere is a peaceful realm. It is here that Nimbians rest between skirmishes, and where you may challenge other gamers to battle. Consult Book Six for complete details.

The Furies

"The shot of a thousand cannons is but a whisper in the Furies' ear."
—JON HELKINSEN, HIGH PRIEST

The Three Furies (Wind, Rain, and Thunder) strive to dominate Nimbus. Each has strengths and weaknesses, each has wonderfully different Knowledge to offer. You may choose to align yourself with one or more in each battle.

- **Thunder:** Thunder is the most violent of the three Furies. Its units are resilient, and pack a vicious punch.

- **Wind:** The units of wind, while lacking the brute force of Thunder, are nevertheless potent. What Wind lacks in raw power, it makes up for in speed.
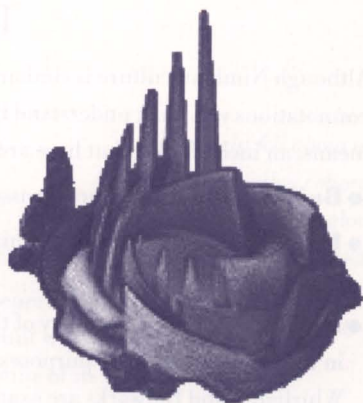
- **Rain:** Not as strong as Thunder, nor as quick as Wind, the rejuvenating force of Rain can be devastating, making its units difficult to vanquish.
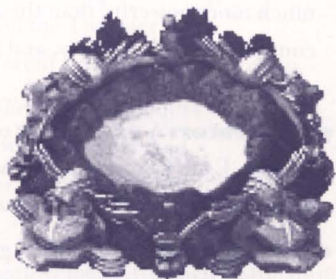
The Nimbians

"To win, you must know and fear your enemy.
To begin, you must know and fear yourself."
—GENERAL PANETTE JORKON

Nimbians are violent by necessity. Resources are scarce in the skies above Nimbus, and to gain land for Edge Farms, or Storm Geysers for Storm Power, the Nimbians must fight. To fight effectively Nimbians must conquer their neighbors, and capture High Priests to Sacrifice, in hopes that the Furies will grant Knowledge that will help them defeat their enemies.

Terminology

Although Nimbian culture is similar to ours, several of their terms carry subtle connotations you must understand before you can use them effectively. This is, by no means, an inclusive list, but here are some common terms used by the Nimbians:

- **Building:** This term encompasses Temples, Workshops, Altars, and Outposts.
- **Unit:** This term describes anything (except buildings or bridges) created or placed in *NetStorm*.
- **Battle Unit:** A sub-category of the term "unit," encompassing all units that are placed in the Battle window for purposes of waging war or defending. Thunder Cannons, Whirligigs, and Bulwarks are examples.
- **Transport:** A sub-category of the term "unit," encompassing all units that collect Storm Crystals, capture enemy High Priests, and learn Spells (consult Book Seven for more information on Spells). High Priests perform the functions of Transports, but are much more powerful than the average Transport, since Priests have the ability to construct buildings, Pray, and Sacrifice enemy Priests. Also, High Priests cannot capture other High Priests.
- **Generator:** A sub-category of the term "unit," encompassing all units that produce Energy. Each Generator produces one unit of Energy specific to the Generator's alignment (Wind, Rain, or Thunder).
- **Energy:** A source of power, given off by Temples and Generators, allowing the existence of units in the sky-battlefields of Nimbus. There are three types of Energy: Wind, Rain, and Thunder. "Sun Energy" is another way of saying "any type of Energy."

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- Storm Geyser: Created by the conflict between the Furies, Storm Geysers create Storm Crystals, which are harvested by Nimbians for Storm Power.

- Storm Power: Once harvested (in the form of Storm Crystals, created from Storm Geysers), Storm Power is used by Nimbians in the creation of all things.

- Neutral Islands: Islands, only present in multiplayer games, that are located in the center of the sky-battlefield. Players may build units and buildings on, and connect bridges to, a Neutral Island at any time. If you build an Outpost on a Neutral Island, you will be allowed to build bridges off of that island and prevent enemy units from building on that island. Some Neutral Islands also contain Obelisks, which Transports can read to learn Spells (see Book Seven for details).

- Home Island: The island on which you begin each scenario or multiplayer battle.

Energy

As night fell about us
We tended our fallen cohorts
By the strobing Gen'rator's glow
—FROM THE ANTHEM OF THUNDER RIDGE

A Temple produces one unit of Energy, as does each Generator. This Energy pulses from the source, in a fixed-range circle, and feeds any unit built within the circle. **Left-clicking** on a Temple or Generator will display the limits of its Energy influence.

To place units, you need Energy. Each of the Furies produces a unique Energy, and specifically-aligned Battle units need their Fury's particular Energy, or else they cannot be placed. For instance, to build a Thunder Cannon, (a Thunder Fury Battle unit), two units of Thunder Energy and one unit of Sun Energy are required. That is to say, to build the Thunder Cannon it must be constructed in a place where three different Energy sources overlap.

> Note: Although unit construction requires Energy, their operation does not. Once placed, Battle units will fight, Transports will transport, and Generators will generate —until destroyed—regardless of whether there are Energy sources nearby.

Look in Book Seven for a complete listing of the Energy requirements for each Battle unit.

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The Sun

Sun Energy is another way of saying "any Energy," and may be supplied by any Generator. Hence, Sun units (which require Sun Energy) can feed off any type of Generator.

Storm Power

"The coagulation of the Geyser into Crystal form
is like watching white fire turn to ice . . .
a very powerful ice."
—UNKNOWN

Nimbians need Storm Power to construct units, cast Spells (see Book Seven), and upgrade Workshops. Your Storm Power reserves are displayed in the upper left corner of the Production window. Storm Power is the "money" of Nimbus.

There are four ways to accumulate Storm Power:

1. You may **harvest** Storm Crystals from Storm Geysers (the Crystals will automatically be converted into Storm Power in your Temple or Outpost).

2. You may reap it as reward for **destroying enemy units**.

3. You may gain it when you **salvage** your own units.

4. You may pick up a **loose Storm Crystal** dropped by enemy Transports (if the Transport is destroyed, for instance).

Harvesting Storm Power

"Yes, Master."
—GOLEM

Any Transport can harvest Storm Crystals from Storm Geysers. To do so **left-click** on the transport then **left-click** on the Storm Geyser. Be advised, if the Transport is a Ground Transport there must be a series of bridges connecting your Home Island to the Storm Geyser before the Transport can harvest. Aerial Transports (such as Air Ships), do not need bridges in order to harvest Storm Crystals. Consult Book Seven for a complete list of Transports. Once the Transport has harvested the Storm Crystal, it will return to your Home Island's Temple where the Crystal will be converted to Storm Power.

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Note: In multiplayer games, Storm Crystals can be brought to Outposts as well as Temples.

Note: Transports are loyal and dedicated units. Once you have ordered them to begin collecting Storm Crystals, they will always go to the nearest available Storm Geyser, and always bring the Crystals to the nearest Temple or Outpost.

Note: **Right-clicking** on a Storm Geyser will display the amount of Storm Crystals remaining in the Geyser. Geysers initially contain 2000 units of Storm Power, however, this amount may be altered in multiplayer games (see Book Six for details).

Collecting Storm Power Rewards

"To the Furies, destruction is creation.
Death is the fuel of Life."
—Einar Lexette,
High Priest of the Nimbians.

War pleases the Furies, and they will reward the destruction of an enemy unit or building with 25% of the unit's original Storm Power value. (The 25% value may be adjusted by the Battlemaster in multiplayer games.)

Note: You may also garner 25% of your own unit's cost by salvaging the unit, assuming that the unit is healthy.

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The Buildings of Nimbus

The High Priest alone can construct buildings.

Thunder Workshop Level I
Owner: Oberon
Alignment: Thunder
Class: Production

View Current Production >
Put Knowledge into Production >
Upgrade costs 1000sp

Salvage gains 250sp
About
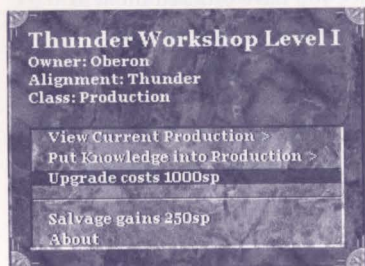
To construct a building, **right-click** on the Priest and select **Construct>**. Choose the building you wish to raise from the list provided (**Temple>**, **Workshop>**, **Altar**, or **Outpost**).

If you do not have enough Storm Power to construct a building, the cost will be listed in red in the Priest's Construct sub-menu.

Once you have selected the building, your cursor will change into a reddened silhouette of the building. Move the silhouette to a vacant spot and adjust until it becomes a full color depiction of the structure, then left-click to place. Your Priest will walk to that spot, and in a few seconds your building will be ready.

> Note: The area you wish to place your building must be free of any obstacles, such as other units.

Temples

The most important building in Nimbus is the Temple, which serves four primary purposes:

1. The Temple gives you ownership of the island on which it is built, preventing enemies from building anything on that island.

2. The Temple provides regenerating health to your Priest if he is injured.

3. The Temple gives you the power to create bridges and Golems. If your Temple is destroyed you will not be able to create these fundamental units.

4. The Temple converts Storm Crystals into Storm Power. Transports bring Storm Crystals back to your Temple for processing.

Workshops

The next most important building in Nimbus is the Workshop, which is the means by which Nimbians put their Knowledge of units to tangible use.

Unit Production

To create a unit (other than the Golem or a bridge piece), you must first put the Knowledge for the unit into production. To do so **right-click** on your Workshop, select **Put Knowledge into Production>**, and choose which Knowledge you wish to produce.

Each Workshop can only produce units indigenous to itself. In other words, a Thunder Workshop can only produce Thunder units, a Rain Workshop can only produce Rain units. You can, however, build different Workshops on the same island (e.g. Wind and Rain).

> Note: Sun Workshops are the exception to the rule. Although they can only produce Sun Battle units and Sun Transports, they may also build Generators from any of the Furies.

Once placed into production, a unit will pop into the Production window. **Left-click** on the unit to pick it up. The cursor will become a red silhouette of the unit. Move the silhouette over the Battle window until it changes to a full color depiction of the unit (indicating that the space onto which you are placing the unit is a legitimate one). Then **left-click** to place it.

> Note: "Legitimate" placement comes from having the available space to place the unit, sufficient Storm Power to build the unit, and the proper Energy influencing the space. If any of the three are missing, the unit cannot be constructed.

> Note: Units may only be built on islands you own, off of the ends of friendly bridges, or on Neutral Islands. Buildings, by virtue of their tremendous weight, can only be constructed on islands (not off of the ends of bridges).

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The Stream of Power

Once a unit is placed, it must receive Storm Power before becoming fully activated. Each time a unit is placed, a "stream" of Storm Power is emitted from the Workshop; the stream will zig and zag until it reaches its destination (the unit). Only then will the unit respond to its environment.

The stream of Storm Power is what prevents the building of units on islands (or bridges) that are not connected to the Home Island: without a proper bridge connection, the stream cannot reach its destination!

Upgrading Workshops

Level I Workshops have two production slots, and can maintain only two units in production. Level II Workshops have three production slots. Level III Workshops have four production slots.

You may, in addition, build as many Workshops as space and your Storm Power reserves allow, giving you access to even more production slots.

To upgrade your Workshop, **right-click** on the Workshop, then **left-click** on **Upgrade**. In a moment your Workshop will be upgraded and the cost will be deducted from your Storm Power. You may only upgrade each Workshop twice (to Level II, and then again to Level III).

> Note: Sun Workshops are less expensive to upgrade than the more sophisticated Wind, Rain, and Thunder Workshops.

Knowledge

"There is no greater power than Knowledge."
−SUXAN BUDETTE, NIMBIAN PRIMAL TEACHER

"You ever see what a Thunder Cannon can do?"
−NEK TURKON, INCREDULOUS PUPIL OF SUXAN BURDETTE,
AND SON OF GUNNER JON TURKON

Knowledge, or the lack of it, is the key to victory in the skies of Nimbus. The Furies, who take great pleasure in pain, destruction, and suffering, reward the Sacrifice of captured High Priests with Knowledge of even more ruthless weaponry and machines.

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Capturing High Priests

To capture an enemy High Priest you must first immobilize him. A High Priest is immobilized whenever he is struck by a Battle unit's projectile or Transport's Spell (check Book Seven for more information on Spells) with enough force to stun him.

Note: Bringing a Priest's health bar down to the half-way point will stun him.

Once stunned, Priests automatically throw a protective shield (a glowing ring) around themselves. Although this prevents alsoa Priest from being destroyed, it also prevents them from moving, making them ripe for capture.

Note: You must move quickly to capture a Priest. If he has a Temple, he will draw Energy from it and regenerate his health.

Once you have stunned an enemy High Priest, select one of your Transports and move the cursor over the stunned Priest. **Left-click** when the cursor changes to a hand. Your Transport will approach the Priest, capture him, and notify you.

Note: Priests draw life force from any Transport that carries them. If the transport carrying a High Priest drops him or is destroyed, the Priest is set free, fully healed and unparalyzed.

Rescuing High Priests

Remember that if your High Priest is captured, the game is not over. You can rescue your Priest by destroying the Transport that is carrying him, or even by destroying the enemy Altar in mid-Sacrifice.

If your Priest (or an enemy Priest for that matter) gets a bridge blown out from underneath him, the Priest will not fall down into the Deusphere, but will "float" in the clouds until rescued. To rescue a floating Priest, build a new bridge underneath him, and he will settle down on the bridge. If his health meter is strong, you can then walk him back to safety.

In addition, you can use an Aerial Transport to capture an enemy floating Priest.

Sacrificing High Priests

Before you can Sacrifice an enemy Priest, you must build an Altar. **Right-click** on your Priest. Select **Construct>**, then Build **Altar**. Then place the Altar on an open area on either your Home Island, captured enemy island, or a Neutral Island.

Once the Altar is finished, select the Transport that is carrying the enemy High Priest, then **left-click** on the center of the Altar. The Transport will secure the Priest to the Altar and depart. To begin the Sacrifice, select your own Priest and move the cursor over the Altar. When the cursor changes into the Nimbian ceremonial dagger, **left-click** again.

In a multiplayer game, you will now select the Knowledge you wish to gain from the Sacrifice. In the single player campaign, your Knowledge is determined for you.

Now your Priest will slowly circle the Altar, inscribing the five runes: Wind, Sun, Rain, Thunder, and Storm. After the ritual is complete, the enemy Priest will be consumed, and Knowledge will be yours.

> Note: Although you may gain Knowledge of a unit through Sacrifice, you must first put that Knowledge into production in the correct Workshop before you can build the unit. From the View menu, select View Knowledge **(F6)** to scan your current Knowledge base (or **right-click** on your Temple or Priest and select **View Knowledge**).

Upgrading Altars (Multiplayer Only)

Gaining access to Knowledge of one of the more advanced units requires the Sacrifice of two or even three enemy Priests. To gain access to level II and III units, you must upgrade your Altar.

In multiplayer games, when **left-clicking** the dagger cursor on your Altar, you will be given the option to choose from available level I units, or to Upgrade Altar. If you choose **Upgrade Altar**, the enemy Priest will be absorbed into the Altar, and the Altar will not be destroyed, but rather will remain with you (even into future battles). The next time you choose to Sacrifice an enemy Priest upon this Altar, level II units will be available to you. You may choose to upgrade yet again, and then gain access to level III units.

Once you choose Knowledge of a new unit, the Altar will be destroyed, and you will have to start over with a new Altar.

> Note: You may only upgrade an Altar on your Home Island.

Building Bridges

"Let the islands lean against the bridge,
and the bridges lean against the air."

—UNKNOWN

Nimbians are master bridgers whose trestles link miles of islands, Storm Geysers, and unit emplacements. The bridges are constructed of a special wood that has been magically lightened in the Temple, then set aside to harden.

Effective bridge construction is crucial to developing a strong flow of Storm Power. To lay a bridge, **left-click** on the bridge piece you desire in the Production window. As with Battle units and buildings, your cursor will change into a reddened silhouette of the bridge selected. Move the bridge to the location (in the Battle window) you wish to place it.

Right-clicking will rotate the bridge.

When you have the bridge positioned in a "legal" spot, a full colored depiction of the bridge will replace the red silhouette, and **left-clicking** will now result in placement of the bridge.

The Ten Commandments of Bridge-Laying

1. In order to connect to a Storm Geyser, enemy island, or Neutral Island, the end of the bridge must extend exactly to the island. You cannot over- or under-shoot.

2. If a bridge is not connected to anything, it will crack from its own weight, and eventually crumble. (There is only so much magic you can put into a piece of wood.)

3. Once a bridge is placed, it is replaced immediately in the Production window by another randomly selected bridge.

4. Initially, bridges in the Production window appear cracked, but if not immediately used, they will quickly harden.

5. You may not build bridges off your island (or connect to another island) when an Edge Farm (the green vegetation) is in the way.

6. Once connected to a Storm Geyser, the Storm Geyser becomes "yours," and you can build additional bridges off of that geyser. While enemies can still harvest from the geyser, they will not be able to build bridges off of it.

7. Bridge and Geyser ownership is indicated by color.

8. You may connect to the open ends of enemy bridges (and use them for walking Transports), but you may not build new bridges or units off of an enemy bridge.

9. You may only build bridges off of an enemy or Neutral island after first erecting an Outpost on that island.

10. You may not place a bridge off of an enemy unit.

Plus three hints . . .

Hint: If none of the bridges present in the Production window meet your current needs, use them in a different location. Doing so will clear the Production window, paving the way for new, possibly more useful, bridges.

Hint: Nimbian carpenters have found that bridges can also be used to block an opponent's progress in battle. If a player is about to connect to your island, for example, lay bridges across his intended path, blocking his approach.

Hint: Building bridges directly towards a Storm Geyser is not the best method. Instead, build so that your bridges passes it on one side. Then make the final connection. Try it!
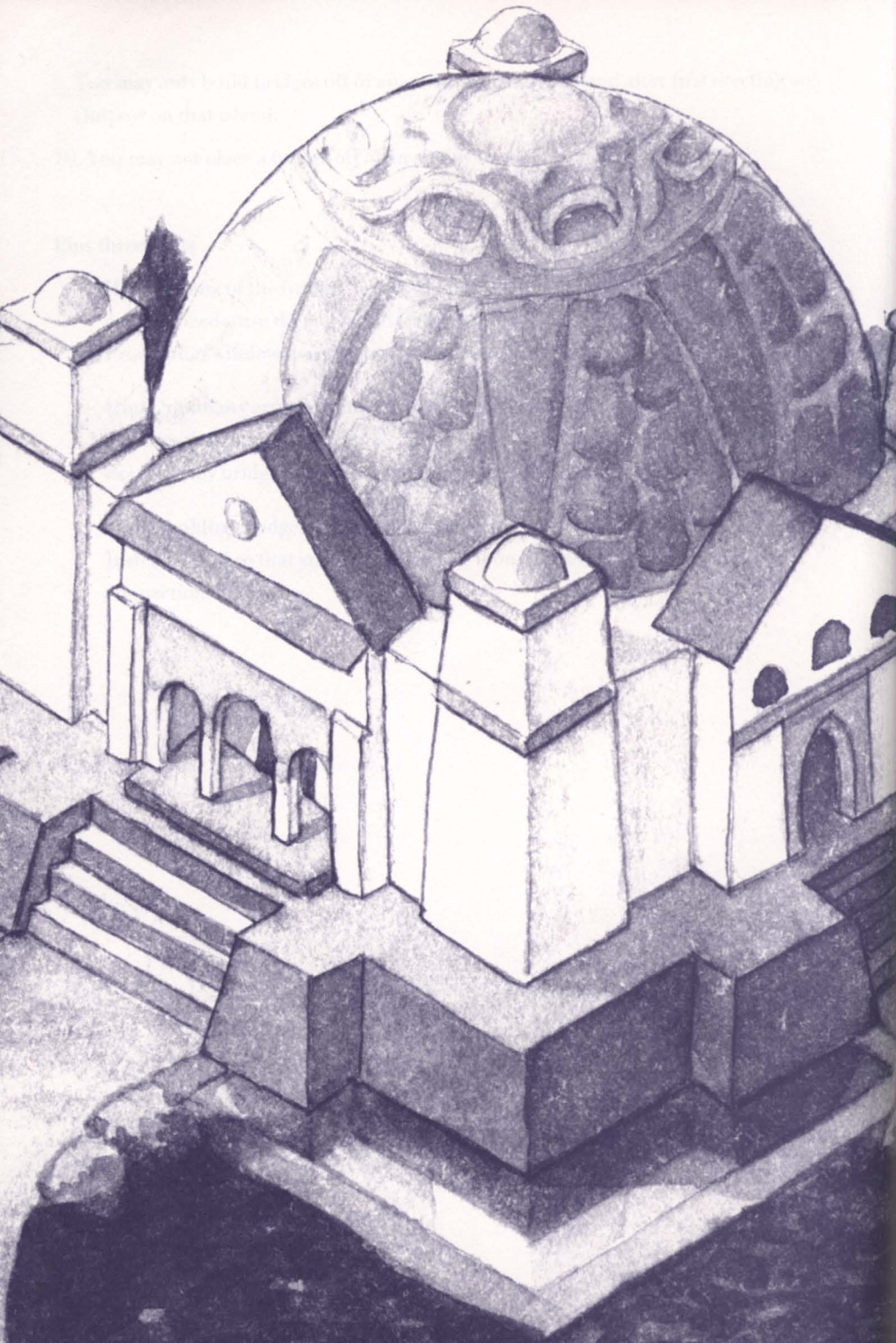
Book Six:
Multiplayer

While a thrilling game against the computer, *NetStorm* truly shines when played against other humans. In fact, much of the game was designed with multiplayer gaming in mind. There are, as a result, several differences between multiplayer and single player gaming.

Starting a Multiplayer Game

Log on to your ISP. From the Main Menu choose **Multiplayer.**

> Note: Because of the way Windows 95 works, it is best to always make sure your Internet connection is open before choosing Multiplayer. If it is not, however, and you choose Multiplayer, *NetStorm* will launch your Internet Dialer.

The Multiplayer Options window will pop up:

- **Save Game:** You may name your game session here. Each saved game stores unique information for a particular island, including the island's Level and Reliability Rating.

- **Player Name:** You may give yourself a handle – this is the handle which other players in the multiplayer arena will know you as.

- **Server:** Clicking this button brings up a sub-menu of servers. You may change servers, or even add a server, but it is best to stick with the defaults unless you are having technical difficulties. (If you wish to add a server, you will need to fill in its DNS (server address), connection port number, and nickname.)

    - **Find Local Server:** This allows you to connect to Local Area Network servers. Once this option is selected, the Multiplayer Options window will display the appropriate communication protocol.

- **Connect:** Once you have set the above fields, click **Connect.** You will now descend into the Serenisphere (or Challenge Arena). If you are having difficulty connecting to the Serenisphere, first make sure your network connection is open. If you are still having difficulty, consult General Help **(F1).**

The Serenisphere (Challenge Arena)

The Challenge Arena provides a god's-eye view of all the islands (i.e., gamers) in the Serenisphere. Players in the Challenge Arena are represented by a small floating island, as well as by their name in a list on the left side of the screen.
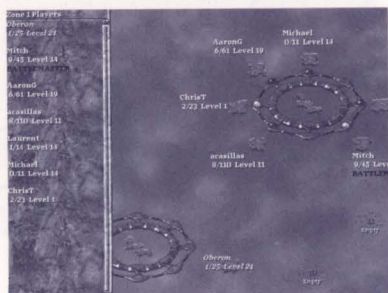
Challenge Arena Interface

NetStorm allows users to effortlessly match themselves up with other eager players, using a graphical user interface:

- **Left-clicking** on someone's name (in the list on the left side of the screen) will cause the screen to center on that player's island.

- To "sail" your island around the Challenge Arena, simply **left-click** on the spot to which you want to travel. Your island will go there.

- To view options and information on other players' islands, simply **right-click** on their islands.

- To start a battle, **left-click** on one of the eight points of a Battle Ring.

- To join a Battle Ring that is already occupied, also **left-click** on one of the available points of the Battle Ring.

- To toggle the chat window on and off, press **F3**.

Islands

Each player's island is indicated by Name and the Level (and Rank) of the island.

Level

An island's level is a measure of the owner's (i.e. gamer's) Knowledge. As you acquire more Knowledge (by Sacrificing Priests), your level will increase. This allows gamers to choose battles with gamers who are similarly-skilled, and have access to a similar range of Battle units.

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Rank

Once a player has attained Knowledge of all of the units in NetStorm, the next Sacrifice will revert the island back to Level 1, but the player's Rank will now increase by one. Each increase in Rank gives a 25% increase to both Hits and Damage of battle units.

Reliability Rating

This rating shows "number of games completed" vs. "number of games started." Check these numbers to see whether this player is going to abandon a game in progress.

To see a player's Reliability Rating, **right-click** on their island.

To keep your own numbers high, stick around until your Priest is Sacrificed, even if you are sure to lose. Fight until the end!

Battle Rings and Zones

The Challenge Arena contains nine Battle Rings. Although the Challenge Arena can handle thousands of players simultaneously, only one to eight players can enter any given battle, indicated by the eight "points" on each Battle Ring.

The smaller, inner rings represent different zones within the Challenge Arena. Islands are divided into different zones based upon the level of the island. For example, level 20 islands will be initially placed into zone 20, whereas level 1 islands will be initially placed into zone 1. If you wish to travel to a different zone, simply click on the smaller ring (the zone to which you want to go) and choose **Descend to this Level**.

> Note: Remember, other players can "see" your level, printed clearly on your island. So unless you have made arrangements with a friend, do not expect novices to allow you to play in their Zone: players have the right to kick off other players.

Again, each Battle Ring has eight "points," or holes, on its perimeter. You may either initiate or join a battle by **left-clicking** on one of these points. (If you are the first person to attach to a ring, you will become the BattleMaster; if you are not the first person, you will simply join the battle.)

Once attached to the ring you will see your name and a "Ready" box in the upper left hand corner of the Production window. Check your Ready box (an "O" will appear there). Once everyone is ready, the BattleMaster alone can start the battle.

To leave a Battle Ring, simply **left-click** somewhere in the clouds, away from the ring.

BattleMasters

The BattleMaster has control over specific battle options. These are listed in the lower left hand portion of the screen (below the Production window), and must be set before entering the battle.

- **Bridge Slots** allows the BattleMaster to determine how many bridge pieces appear in the Production window: 2, 4, or 6.

- **Unit Rate** determines how quickly units refresh in the Production window after being placed: slow, medium, or fast..

- **Generator Range** determines how far a Generator will cast its energy: short, normal, or long.

- **Kill Reward** determines what percentage of Storm Power is awarded for destroying an enemy unit: 0%, 25%, 50%, or 100%.

- **SP per Geyser** determines the amount of Storm Power in each Storm Geyser: 1000, 2000, or 3000.

- **Excluded Units** allows the BattleMaster to manually prevent the production of certain units in this particular battle.

Kicking Players Off

If you are the BattleMaster, you have the right to refuse to play with anyone who joins your battle. By **right-clicking** on the unwanted player's name next to their ready-box (after they have joined your Battle Ring), you will receive the option to kick them off.

Once kicked off, they cannot re-join your Battle Ring.

Starting the Battle

Once everyone has joined the game (and clicked their Ready boxes), the BattleMaster will see a **Start Battle** button. Once this button is clicked, players will be transported into the Pyrosphere for battle, and the Battle window is displayed on your screen.

> Note: For every two players joining a multiplayer battle, at least one player must have a NetStorm CD in their CD-ROM drive.

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Neutral Islands

In the Battle window of the Pyrosphere, an archipelago floats between yourself and your opponents. These are Neutral Islands. On them can be found Storm Geysers and/or Obelisks (containing Spells). You may connect to these islands but cannot build bridges off them until you have built an Outpost on them.

Neutral Islands, once captured, may be used as staging grounds for attacks on your opponents or as defensive bastions to block their attack on you. Of course, you may also harvest the Storm Crystals from their Geysers and learn the Spells written on their Obelisks.

Outposts

Use your Priest to construct Outposts on Neutral Islands. Outposts give you ownership of the Neutral Island, allowing you to build new bridges off the island, and also preventing opponents from building on the island.

Likewise, you will not be able to construct anything (including an Outpost) on an island that already contains an enemy Outpost. Destroy the Outpost, and the island is yours for the taking. (Similarly, you may not construct anything on an island containing an enemy Temple.)

> Note: It is possible for two opponents to build Outposts simultaneously on a Neutral Island. If construction of a second Outpost begins before construction of the first Outpost is completed, then both Outposts will exist on the island, canceling each other out: neither opponent will own the island, until a third Outpost is completed.

Outposts are far more useful than simply determining ownership. Once you construct an Outpost, your Transports may bring Storm Crystals back to the Outpost for conversion into Storm Power (rather than having to travel all the way back to your Temple). This powerful feature of the Outpost will prove vital to islands wishing to extend their influence far away from the Home Island.

In addition, Outposts also serve as Storm Power sources, and like Workshops, are able to issue forth Storm Power in streams to complete construction of units in play. With properly placed Outposts, the strategic player will never have to "wait" for Storm Power streams to travel all the way from the Home Island's Workshop to units that are under construction.

Chat Window

Pressing **F3** or **Enter** will show the Chat window at the bottom of the Battle window. You may send messages by typing text at the prompt, and pressing **Enter**. You can target your message to specific people by preceding the message with their name and a colon. For instance: >**Bob: Hello** will send the message "Hello" only to Bob.

> Note: If you type the first few letters of someone's name and then press **Tab**, the rest of the name will appear automatically.

If you wish to send a message only to your Allies in battle, precede the message with: >**Allies:**.

> Note: The Chat window is available in both the Battle Arena (where you select the Battle Ring to join) and during the battle itself.

Making Friends

In the Challenge Arena or during battle, you can **right-click** on any opponent unit, and choose to mark that opponent as a **Friend**.

Players marked as friends will remain on your "Friends List" which is viewable in the Challenge Arena from the View menu. The list will inform you if your friends are logged into the same NetStorm server and Zone as you are.

Making Allies

During battle, you can **right-click** on any unit of any player and choose to mark that player as an **Ally**.

Allying yourself with an opponent allows the ally to build bridges off of your own bridges and islands, and orders your units **not** to attack any of the ally's units. When an opponent chooses to make an alliance with you, you will be notified. You do not, however, have to reciprocate the alliance to reap the benefits.

Winning

To win a multiplayer game you must capture the enemy High Priests and Sacrifice them.

Swivels
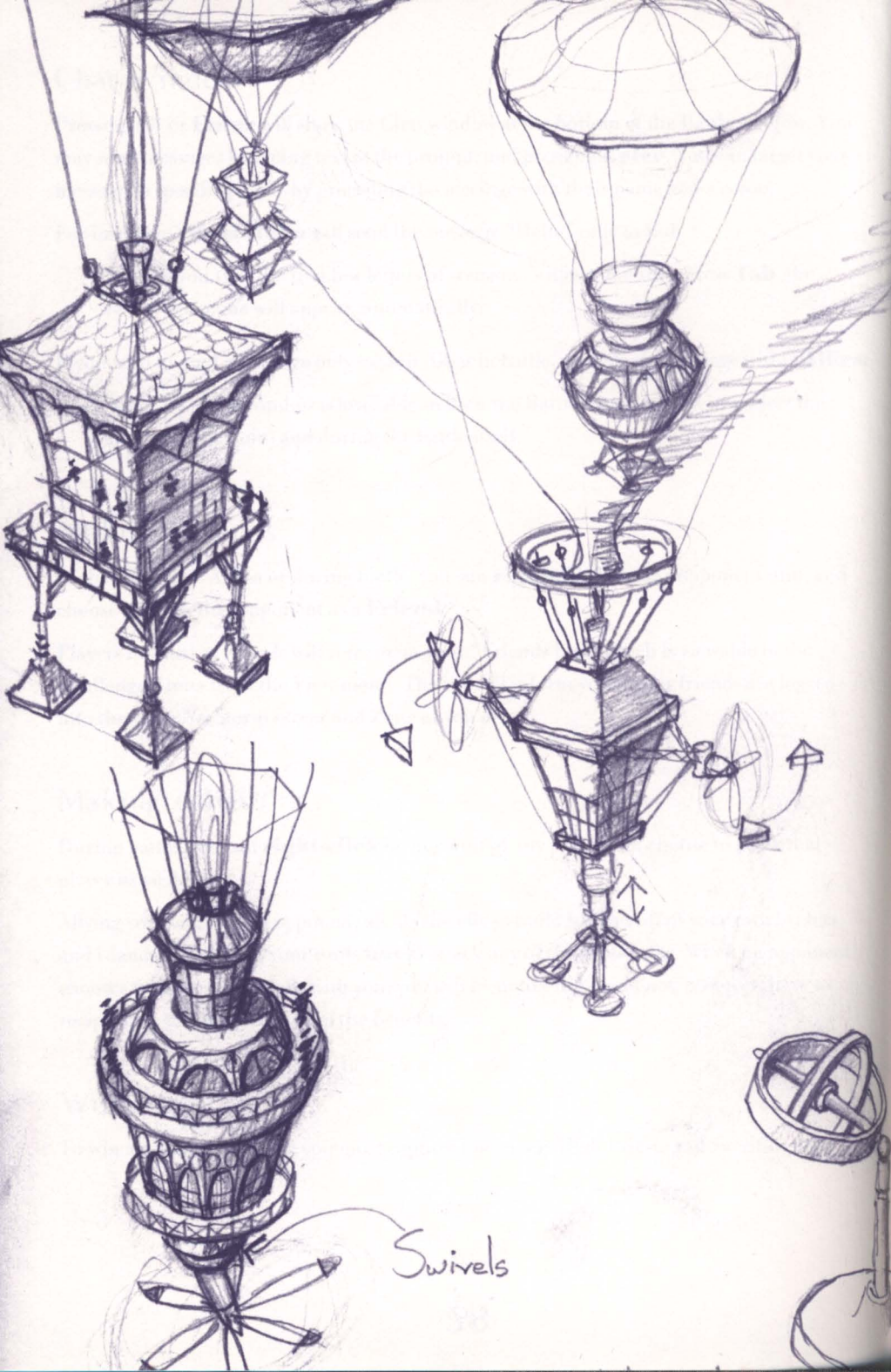
Book Seven:
The Handbook of Nimbian Weaponry and Magic

Nimbians take pride in two things above all others: their technology, and its devastating effect on their enemies. However, despite your soldiers' familiarity with their implements of war, you too must understand the use of Nimbian weaponry if you are to lead your tribe to victory.

Classification

The term "unit" refers to any object in *NetStorm* (excluding buildings and bridges) that can be created in the Battle window. Units are broken into three categories:

● **Battle Units:** Units that are directly involved in inflicting, or absorbing (intentionally) punishment. Thunder Cannons, Whirligigs, and Bulwarks are examples. Battle units are further divided into three classes:

> ● **Shooters:** Such as ground cannons.

> ● **Aerial Attackers:** Things that attack from the air.

> ● **Blockers:** Defensive units that absorb damage.

● **Generators:** Units that produce Energy. Each Generator produces one unit of Energy specific to the Generator (e.g. Wind, Rain, or Thunder).

● **Transports:** Units that may collect Storm Crystals, capture enemy High Priests, and learn Spells. Transports are further divided into two classes:

> ● **Ground Transports:** Must use bridges and land.

> ● **Aerial Transports:** May float over the clouds, and can thus travel anywhere.

Alignments

Each unit or building (with the exceptions of the Altar, High Priest, and Outpost), is aligned with one of the Furies: Wind, Thunder, Rain, or the omnipresent Sun.

The alignment of a unit determines which type of Energy is required to construct the unit. Alignment also determines the unit's behavior.

Levels

In *NetStorm*, the quantity of Energy units required to construct a unit determines the level of the unit. For instance, a Level One Bulf requires one unit of Thunder Energy, whereas a Level Two Whirlibase requires two units of Sun Energy, and a Level Three Thunder Cannon requires two units of Thunder Energy and one unit of Sun Energy.

Attributes

The following is a brief description of some attributes used in describing units:

- **Hits:** The number of hit points it takes to destroy the unit. For instance it takes 400 hit points to destroy the Sun Disc Thrower.

- **Range:** The range, in tiles, that a unit can shoot (if it shoots), target (if it targets), or fly (if it flies).

- **Damage:** The amount of hit points each hit from the unit inflicts.

- **Cost in Storm Power:** The Storm Power needed to produce the unit.

- **Energy to Build:** The amount and type of Energy units needed to construct the unit.

Units of the Sun

As omniscient as the Sun itself, Sun units are found in nearly all Nimbian arsenals. Although not as powerful as the Fury-specific units, they are inexpensive and quickly produced.

Golem, Level I
Hits: 50
Range: n/a
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Sun Unit

> *"Golems are dumb, clumsy, humorless, and smelly. However, in wartime, they are the best friends you'll ever have."*
> —MAJOR TANE RUSSO

The Golem is a personal gift from the Furies generated by the Temple. As a Ground Transport, he's ideal for gathering Storm Power, capturing High Priests, collecting and casting Spells.

Balloon, Level II
Hits: 50
Range: n/a
Damage: n/a
Cost in Storm Power: 600sp
Energy to Build: 2 Sun Units

> *"Step 1: Find the unpunctured hide of a young Air Whale...."*
> —FROM BALLOON BUILDING BY HALLDOR LEXETTE

The Balloon is an Aerial Transport ideal for gathering Storm Power, capturing High Priests, collecting and casting Spells. Because the Balloon is airborne, it does not need bridges to move, but be careful: a few hits will pop it like a soap bubble.

Sun Disc Thrower, Level I
Hits: 400
Range: 8
Damage: 10
Cost in Storm Power: 200sp
Energy to Build: 1 Sun Unit
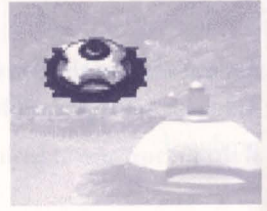
"Sun Disc Throwers decapitate the clumsy."
—MAJOR TOMAS RULTOFF.

The Sun Disc Thrower is a short ranged weapon that fires in any direction, and is crucial for defense against airborne attackers.

Whirlibase, Level II
Hits: 200
Range: 30
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 2 Sun Units

"Only a roof of gold could contain the blinding light of the Whirligig's creation."
—UNKNOWN

The Whirlibase builds and refuels Whirligigs: airborne attackers. Once destroyed, its Whirligig has no place to refuel, and will soon crash. The Whirlibase's range represents the distance at which the base will detect an enemy and send a Whirligig to destroy it.

Whirligig, Level II
Hits: 10
Range: 30
Damage: 10
Cost in Storm Power: n/a
Energy to Build: None
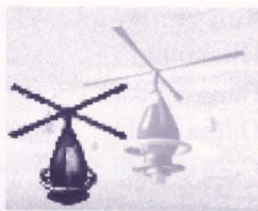
"This device is lofted on its own impossibility, and so it destroys by the powers of negation."
    −JAKOB HAMMERSHOLT,
    INVENTOR OF THE WHIRLIGIG

Whirligigs fly into enemy territory, wreaking havoc from above. They destroy target after target until something shoots them down. However, they need to refuel once every minute. Each time a Whirligig is destroyed, its home base makes a new one. Although potent weapons, A Whirligig cannot be used for cargo.

    Note: A Whirligig will never target a Transport.

Stone Tower, Level I
Hits: 2000
Range: n/a
Damage: n/a
Cost in Storm Power: 300sp
Energy to Build: 1 Sun Unit

"Stone Towers are built from the outside in. The builders give their strength and courage to the Tower, placing the body of a brave man in every third layer of bricks."
    −YED NUREN, NIMBIAN BRICK LAYER

The Stone Tower is a defensive unit; set it between a valuable unit and hostile fire to block incoming shots.

Sun Cannon, Level I
Hits: 600
Range: 20
Damage: 14
Cost in Storm Power: 400sp
Energy to Build: 1 Sun Unit

"Two things in life cannot be ignored: one is a cannon, the other is a cannon ball."
—COMMANDER PETRIK "BOMBARD" LOMBARD

The Sun Cannon shoots straight north, south, east, or west. It inflicts more damage per shot than the Sun Disc Thrower, and can absorb more damage, too. Unfortunately, it fires less often. The Cannon will rotate itself to target an enemy.

Sun Barricade, Level III
Hits: 800
Range: 50
Damage: n/a
Cost in Storm Power: 600sp
Energy to Build: 3 Sun Units

"Between Nimbus and the Beyond stands an infinite, burning barrier."
—BOOK OF NIMBUS.

The Barricade repels enemy fire. Two Barricade posts set along straight horizontal or vertical lines will create a force field between them that repels incoming fire. Your own units, however, can still shoot through. The Range represents the maximum distance the Barricade posts may be separated before the force field fails.

**Sun Workshop, Level I
(upgradable to III)
Hits: 2000
Range: n/a
Damage: n/a
Cost in Storm Power: 800sp
Energy to Build: None**
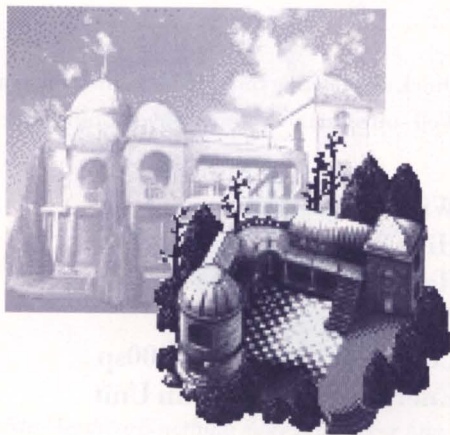
*"The Nimbian aptitude for complex
mechanics is simply unsurpassed."*
—NIMBIAN MECHANIC

Workshops build the units of battle. Each Workshop can only build a few units, and they must be aligned with the Workshop, so choose carefully. Unfortunately, if a Workshop is destroyed you will lose the ability to build anything that Workshop was currently producing, until you build another Workshop to replace it.

When a Workshop creates a unit, a Storm Power Stream streaks from the Workshop to the build site. When the Power Stream combines with the proper Energy the unit will be immediately created.

The Forces of Wind

Quick as a fleeting thought, but powerful as a dream, the forces of Wind are a deadly foe. Well suited to those who prefer slashing attacks, Wind units are the quickest in the sky.

Wind Generator, Level I

Hits: 800
Range: n/a
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Sun Unit

"With a hundred Wind Generators, you could power a hurricane."
—DEF ILDERLESS, NIMBIAN SAGE

A Wind Generator spreads Wind Energy in a circle centered on the Generator. **Left-click** the Generator to see the range of its Energy. Wind Generators are required to build Wind-aligned units in battle.

Sail Skater, Level I

Hits: 100
Range: n/a
Damage: n/a
Cost in Storm Power: 600sp
Energy to Build: 1 Wind Unit

"The best pilots know the breezes by the names they call each other."
—UTCHUCK YAGER, SAIL SKATER TEST PILOT

The Sail Skater is a Ground Transport ideal for gathering Storm Power, capturing High Priests, collecting and casting Spells. The Sail Skater is the quickest Ground Transport.

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Air Ship, Level III
Hits: 800
Range: n/a
Damage: n/a
Cost in Storm Power: 1200sp
Energy to Build: 2 Wind
Units and 1 Sun Unit
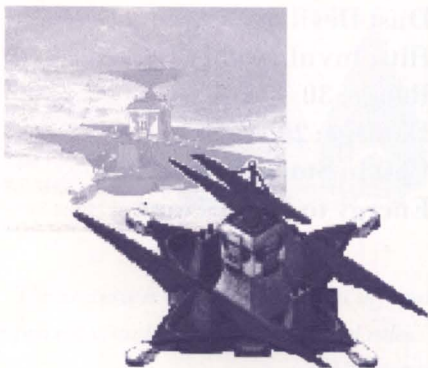
"In Nimbus there is nothing more graceful or fine."

—GILDEN FRAJ, NIMBIAN POET

The Air Ship is an Aerial Transport ideal for gathering Storm Power, capturing High Priests, collecting and casting Spells. It is much sturdier and faster than a Balloon.

Devil Maker, Level III
Hits: 600
Range: 30
Damage: n/a
Cost in Storm Power: 800sp
Energy to Build: 2 Wind Units and 1 Sun Unit

"Another impasse in the Devil Maker experiments: today, it counter-spun the entire island like a top, flinging pets and small children over the edge and into the abyss. I must reconsider the design."

—JOURNAL ENTRY, DR. DERE DULKUS

The Devil Maker generates ornery Dust Devils, which are airborne attackers. Each time a Dust Devil winds down, this base will make a new one. The Devil Maker's range represents the distance at which the unit will detect an enemy and send a Dust Devil to destroy it.

Dust Devil
Hits: Invulnerable
Range: 30
Damage: 20
Cost in Storm Power: n/a
Energy to Build: None

*"Amid the howling of a Dust Devil,
a doomed man hears it scream his name."*
—Nimbian Proverb

The Dust Devils churn into enemy territory, attacking units, and cracking any un-cracked bridges. The Dust Devil lasts for ten seconds, and regenerates from its Devil Maker every twenty seconds. It cannot be used as a Transport.

Crossbow, Level II
Hits: 400
Range: 16
Damage: 30
Cost in Storm Power: 500sp
Energy to Build: 1 Wind Unit and 1 Sun Unit
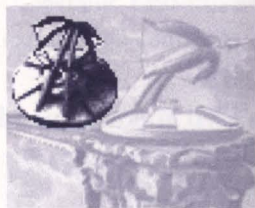
*"Bolts should weigh a hundred pounds and be well-balanced.
You will know your bowstring's tension is perfect when the
Nimbian winds pass through it at F-sharp above Middle C."*
—From the Sixth Archer's Handbook

The Crossbow is a self-aiming shooter. When placing, **right-click** to aim north, south, east, or west. The Crossbow will target the closest unit in a 60-degree arc. It's a valuable air defense weapon that packs a real wallop.

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Rain's Minions

Although possessing neither the brute power of Thunder, nor the speed of Wind, the forces of Rain are nevertheless as persistent as life itself. Many of Rain's units, such as the Man 'o War and Ice Tower, regenerate themselves, and many an unwary adversary has been swamped by Rain's nagging perseverance.

Rain Generator, Level I
Hits: 800
Range: n/a
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Sun Unit

> *"In the Beyond, there is one sound that is always present: the faraway music of falling water."*
> —BOOK OF NIMBUS

A Rain Generator spreads Rain Energy in a circle centered on the Generator. **Left-click** the Generator to see the range of its Energy. Rain Generators are required to build Rain-aligned units in battle.

Cloud Floater, Level III
Hits: 200
Range: n/a
Damage: n/a
Cost in Storm Power: 1000sp
Energy to Build: 2 Rain Units and 1 Sun Unit

> *"Every year there is a grueling contest among the thickest rain clouds for the honor of powering the Floaters. Most dissipate. A handful survive."*
> —UNKNOWN

The Cloud Floater is an Aerial Transport ideal for gathering Storm Power, capturing High Priests, and collecting and casting Spells. The Floater is sturdy, but expensive. Because of its vapor-like nature the Cloud Floater is difficult to hit, and only one shot in twenty will connect.

Ice Cannon, Level II
Hits: 600
Range: 28
Damage: 20
Cost in Storm Power: 600sp
Energy to Build: 1 Rain Unit
and 1 Sun Unit

"Like a friendly snow-ball fight, with razor-sharp icicles."
—GERHARD BURGAR, GUNNER FIRST CLASS

The Ice Cannon is a shooter, ideal for targeting clustered enemy ground units. Although it inflicts light damage, its artillery fire splinters into shrapnel on impact, damaging other nearby targets. When placing you must orient it, by right clicking, in the direction you wish to shoot.

Man o' War Pool, Level II
Hits: 200
Range: 28
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Rain Unit and 1 Sun Unit

"The recipe is a very ancient one, primarily requiring fermented rain and poison spores. No stirring is required."
—EINAR LEXETTE, NIMBIAN HIGH PRIEST

The Man o' War Pool spawns Man o' Wars, which ride the moist winds of Nimbus. Each time a Man o' War is destroyed, its home Pool will make a new one.

Man o' War
Hits: 200
Range: 28
Damage: 20
Cost in Storm Power: n/a
Energy to Build: None

"I train my men to slaughter each other
at the very sight of it. "
—DEISEN TROW,
LEADER OF THE BAND OF SEERIN

The Man o' War drifts into enemy territory, destroying all below it. Each of the squid-like creatures lives for only one minute. However, if it destroys a unit, the Storm Power released nourishes the Man o' War, and it will continue for another minute.

The Man o' War prefers to attack Ground Transports, but if none are available it will strike the nearest unit. Each Man o' War is about twice as tough as a Balloon. They cannot be used as Transports.

Acid Barricade, Level I
Hits: 800
Range: 50
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Rain Unit

"Even water can sometimes burn like fire. "
—BOOK OF NIMBUS

The Acid Barricade provides a lethal protection. An acidic barrier is created by aligning two Acid Barricade posts along straight horizontal or vertical lines. The Barricade dissolves every enemy unit that comes between the posts.

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Ice Tower, Level II
Hits: 800
Range: n/a
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Rain Unit
and 1 Sun Unit
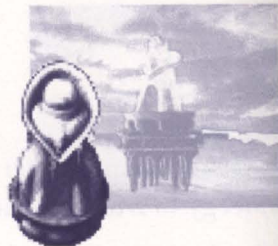
*"The first step in getting water to flow
uphill is enticing ice to melt backwards."*
—JAKE STEPSON, NIMBIAN CARPENTER

The Ice Tower is a defensive unit. Place it between a friendly unit and enemy fire. The attacking unit will attack the Ice Tower. The Ice Tower is weaker than other defensive units, such as the Bulwark and Stone Tower, but it regenerates by itself if destroyed.

If built on a floating island, an Offensive Spell can destroy its island and eliminate the Ice Tower permanently.

Crystal Crab, Level II
Hits: 180
Range: n/a
Damage: n/a
Cost in Storm Power: 600sp
Energy to Build: 1 Rain Unit and 1 Sun Unit

"Perhaps it's merely a machine, but it's a mean one."
—BERTRAM FREILIG, FIRST NIMBIAN
RUN OVER BY A CRYSTAL CRAB

The Crystal Crab is a Ground Transport ideal for gathering Storm Power, capturing High Priests, and collecting and casting Spells. It is sturdy, and quick. If the Crab meets another Transport, it will stun it and steal what it's carrying.

**Rain Workshop, Level I
(upgradable to III)
Hits: 4000
Range: n/a
Damage: n/a
Cost in Storm Power: 1000sp
Energy to Build: None**

Workshops build the units of battle. Each Workshop
can only build a few units, and they must be aligned
with the Workshop, so choose carefully. Unfortunately,
if a Workshop is destroyed you will lose the ability to
build anything that Workshop was currently
producing, until you build another Workshop to
replace it.

When a Workshop creates a unit, a Storm Power
Stream streaks from the Workshop to the build site. When the Power Stream combines
with the proper Energy the unit will be immediately created.

Rain Workshops produce Rain units. They have twice the hit points of Sun Workshops and
are slightly more expensive.

Rain Temple, Level I
Hits: 5000
Range: n/a
Damage: n/a
Cost in Storm Power: 5000sp
Energy to Build: None
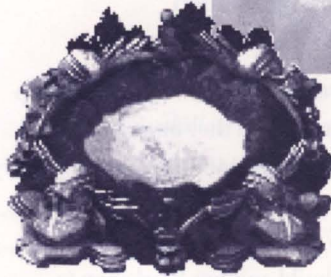
"In these hallowed halls resides the Knowledge of triumph."
—UNKNOWN SAGE

The Temple is the ultimate center of Energy on each island. The Temple provides one unit of it's namesake Energy in a circle centered on itself.

Thunder's Tools of Destruction

Neither quick, nor crafty, Thunder's units are nevertheless the most powerful in the skies of Nimbus. Ideally suited for direct assaults, Thunder's armies are perfect for aggressive generals.

Thunder Generator, Level I
Hits: 800
Range: n/a
Damage: n/a
Cost in Storm Power: 400sp
Energy to Build: 1 Sun Unit

"As night fell around us
We tended to our fallen cohorts
By the Gen'rator's strobe and glow."
—FROM THE ANTHEM OF THUNDER RIDGE

A Thunder Generator spreads Thunder Energy in a circle centered on the Generator. **Left-click** the Generator to see the range of its Energy. Thunder Generators are required to build Thunder-aligned units in battle.

Bulf, Level I
Hits: 1200
Range: n/a
Damage: n/a
Cost in Storm Power: 600sp
Energy to Build: 1 Thunder Unit

*"In its natural habitat the Bulf grows
no larger than a cannonball, but on
a strict diet of nickel and limestone,
he explodes to a hundred times that size."*
—FIELD JOURNAL, J. T. KIERKEN

The Bulf is a Ground Transport ideal for gathering Storm Power, capturing High Priests, collecting and casting Spells. It is the toughest Transport in Nimbus, but quite slow.

Bulwark, Level II
Hits: 5000
Range: n/a
Damage: n/a
Cost in Storm Power: 800sp
Energy to Build: 1 Thunder Unit and 1 Sun Unit
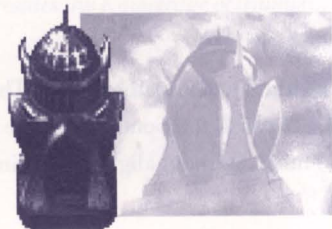
"How is a Bulwark like your mother?"
—LAST WORDS OF BERNIE LOVELL,
NIMBIAN COMIC.

The Bulwark is a defensive unit; set it between a valuable unit and hostile fire to block incoming shots. The Bulwark is the toughest building in Nimbus. It is invincible when attacked from the air, and a formidable target for ground fire. However, it is not cheap.

Thunder Cannon, Level II
Hits: 1000
Range: 42
Damage: 40
Cost in Storm Power: 1200sp
Energy to Build: 1 Thunder Unit
and 1 Sun Unit

"Expect to go permanently deaf."
—FIRST LINE OF THE TENTH THUNDER
ARTILLERY HANDBOOK

The Thunder Cannon is the meanest weapon in Nimbus. It has long-range, inflicts heavy damage, and can take a beating. On the down side, it does not fire as often as other weapons, and can only fire in one direction (north, south, east, or west). As you place it you must orient it (by **right-clicking**) to the direction you wish to fire.

Vander Tower, Level III
Hits: 400
Range: 15
Damage: 20
Cost in Storm Power: 600sp
Energy to Build: 2 Thunder Units
and 1 Sun Unit

"If you throw a raw Bulf egg into
the air in front of a Vander Tower,
it'll hit the ground hard-boiled."
—TOK NOCOW, NIMBIAN CHEF

The Vander Tower is a short range weapon that targets air-borne attackers or airborne Transports. The Vander Tower builds a charge and then releases it in a shock of violent energy. It fires in any direction.

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Arc Spire, Level II
Hits: 1400
Range: 35
Damage: 50
Cost in Storm Power: 400sp
Energy to Build: 1 Thunder Unit
and 1 Sun Unit

"If a captain sees an Arc Spire ahead and doesn't turn his vessel around for home, it means that he is either very brave, very stupid, or has absolutely nothing to lose. "
—AIR ADMIRAL HEIKE KAMERLINGH

The Arc Spires form barricades. Set up two Spires and a deadly pulse courses between them. The maximum distance from Arc Spire to Arc Spire is less than other Barricades, but it only damages enemy units.

Thunder Workshop, Level I
(upgradable to III)
Hits: 4000
Range: n/a
Damage: n/a
Cost in Storm Power: 1000sp
Energy to Build: None

Workshops build the units of battle. Each Workshop can only build a few units, and they must be aligned with the Workshop, so choose carefully. Unfortunately, if a Workshop is destroyed you will lose the ability to build anything that Workshop was currently producing, until you build another Workshop to replace it.

When a Workshop creates a unit, a Storm Power Stream streaks from the Workshop to the build site. When the Power Stream combines with the proper Energy the unit will be immediately created.

Thunder Workshops produce Thunder units. They have twice the hit points of Sun Workshops and are slightly more expensive.

Thunder Temple, Level I
Hits: 5000
Range: n/a
Damage: n/a
Cost in Storm Power: 5000sp
Energy to Build: None

*"Through this building the
Furies lay waste to all we love."*
—ROD TYNKEN, TEMPLE STEWARD

The Temple is the ultimate center of Energy on each island. The Temple provides one unit
of its namesake Energy in a centered on itself.

Non-Aligned Units

High Priest
Hits: 100
Range: n/a
Damage: n/a
Cost in Storm Power: n/a
Energy to Build: None

"Who among you will face the Fury?
Who will know of holiness and fear?
And who will be destroyed?"
−BOOK OF NIMBUS

"As you Command."
−NIMBIAN HIGH PRIEST

The High Priest is the ultimate vessel of Knowledge and power from the Furies. Your Priest can build special buildings and Altars, and also performs Sacrifices to the Furies.

For more information on the High Priest, see Book Five.

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Outpost, Level I
Hits: 2000
Range: n/a
Damage: n/a
Cost in Storm Power: 600
Energy to Build: 1 Sun Unit

"You can almost feel the power as it takes over the island!."

—SAR QUINSET

Use your Priest to create Outposts on islands in multiplayer games. The Outpost gives you control of the island. When an Outpost is created you gain four benefits:

1. You may build bridges off of the island containing the Outpost.

2. The island is warded against enemy construction: no enemy may build on it.

3. Transports may return Storm Crystals to the Outpost to turn them to Storm Power.

4. Outposts serve as Storm Power sources, speeding the construction of units farther away from the workshop.

Altar, Level I (upgradable to III, in Multiplayer)
Hits: 1500
Range: n/a
Damage: n/a
Cost in Storm Power: 500sp
Energy to Build: None
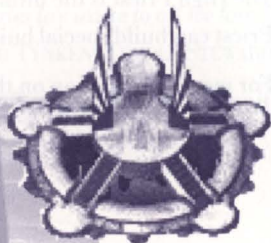
"It is a window onto the greatest of all glory, and into the deepest of all oblivion."

—ASKELD URVONNUS, HIGH PRIEST OF NIMBUS

On the Altar enemy High Priests are Sacrificed to the Furies. Each Altar has five runes - Sun, Wind, Rain, Thunder and Storm - which must be filled by your High Priest in order to complete a Sacrifice. As each rune is filled, one of the supporting bridges dissolves. When all five are gone, the enemy Priest plunges into the abyss.

If an Altar is destroyed in mid-sacrifice, the captured Priest will be freed.

Bridge

"We don't build bridges to make peace."
— GENERAL JAN MASARYK

Use bridges to connect to resources, to assault enemy islands, and to create territory where you can lay your units. Remember that stationary units are placed at the end of bridges, never on them.

Residence

"I wouldn't mind living above ground,
but battle crossfire tends to burn your house down."
— DAMON RUNYON, REGULAR GUY

Nimbians live in submerged houses below the chaos of battle. You cannot move or destroy a residence, nor can you build on top of it.

Edge Farm
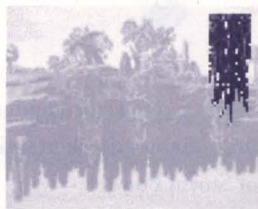
"In other cultures,
the plowing is not so dangerous."
— PAVEL MILYUKOV, NIMBIAN FARMER

The inhabitants of the islands grow their food on the island's perimeter, leaving interior space open for development. Bridges may not be attached where an Edge Farm grows.

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Storm Geyser

"The coagulation of the Geyser into Crystal form is like watching white fire turn to ice."
—Unknown

Storm Geysers spew Storm Crystals which Transports collect for you and return to Temples (or Outposts) for processing. Several Geyser islands appear at the opening of each battle, and more will be generated as Storm Power is hurled up from the Furies' battle below. Unless set otherwise during multiplayer confrontations, each Storm Geyser contains 2000 units of Storm Power.

> Note: A Ground or Aerial Transport sent to collect Storm Crystals from a Geyser will continue to collect Storm Crystals until the Geyser is depleted.

Storm Crystal

"They are heavier than you'd think."
—Yon Nite, Nimbian High Priest

Storm Crystals are condensed Storm Power discharged by Storm Geysers. They look like huge diamonds when laying on the ground. Each Crystal can be converted into 200 units of Storm Power.

Spells

Transports acquire and cast Spells that produce spectacular effects. Spells are contained in Obelisks. When a Transport touches an Obelisk (by moving on top of it) it learns the Spell, and an icon for that Spell will then appear overlaid on the Transport. Each transport can possess one Spell. Once a Transport has acquired a Spell it keeps that Spell until destroyed, and can cast the Spell an unlimited number of times, provided the player has sufficient Storm Power.

> Note: If you **right-click** on your High Priest, you can **Pray** for the Devastation Spell. After a short period of prayer, the Spell will be available to the Priest at a lower cost than to a Transport.

Left-click on the Transport to see the range of the Spell. Right-click on the Transport to cast the Spell. Once you cast the Spell, your Transport will halt until the Spell is cast. This will take a couple of seconds. Spells do not affect the caster.

The following are the Spells in *NetStorm*:

Point Blast
Range: 1
Damage: special
Cost in Storm Power: 300sp

"I don't think "cute" is the word you're looking for."
—ERVIN GROTS, APPRENTICE

A Spell that damages anything in its short range.

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Devastation
Range: 3
Damage: special
Cost in Storm Power: 400sp

"Ideal for day-to-day pandemonium."
−TELSEN ROTT

A Spell that damages anything in its medium range.

Decimation
Range: 7
Damage: special
Cost in Storm Power: 800sp

"Run. Faster."
−CAPTAIN KNUT HAMSUN,
NIMBIAN CASUALTY

A Spell that damages anything in its long range.

Heal
Range: 9
Damage: None
Cost in Storm Power: 200sp

"And your illness was illusion.
And your fever was a dream."
−BOOK OF NIMBUS

A Spell that brings all units in its range to full hit-points. It also heals Paralysis, and, because of the iridescence of its healing magic, negates Invisibility.

Invisibility
Range: 7
Damage: None
Cost in Storm Power: 1000sp

"It's not that you do not see, but merely
that your eyes do not perceive. "
−LUFFOR HAGINIT, NIMBIAN LOGICIAN

The Spell temporarily renders all units within range invisible. Note, invisible units cannot
be targeted or picked up. Invisible defensive units (e.g. Stone Towers, Ice Towers, etc.) will
still block, but anything else previously targeted becomes un-targeted when rendered
invisible.

Paralysis
Range: 7
Damage: special
Cost in Storm Power: 1000sp

"A stalemate with the ether itself. "
−DAG HAVERLINK, NIMBIAN GAMESMAN

Temporarily stops all movement and shooting in its range. Any affected Transports cannot
cast their Spells. Paralyzed units can be distinguished by the paralysis symbol.

Bridge Harden
Range: 7
Damage: None
Cost in Storm Power: 150sp

"The mortar itself takes on a hellish willfulness. "
−HULE GUNDERSUN, MASTER MASON

The Spell renders in-range bridges indestructible.

Treason
Range: 7
Damage: special
Cost in Storm Power: 2000sp

*"The most delightful victory over any foe
is to persuade his right hand to hack off his left."*
—GENERAL GREIG HAMLINKEN

Gives the caster ownership of all units in its range, including all non-Priest Transports.

Book Eight:
A Summary of Commands

Mouse

● **Moving the Cursor** to the edge of the screen scrolls in that direction. (Full-screen mode only.)

Mouse Buttons*

● **Left-click** (in Production window): Picks up any unit that is there, and holds it in your cursor.

● **Left-click** (in Battle window): Selects the object on which you clicked, showing the Health Bar, if appropriate.

● **Left-click** (while holding a unit in the cursor): Places (or attempts to place) that unit.

● **Left-click** (in the MiniMap): Centers the main view on the spot where you clicked. If you click, hold, and drag, you can quick-scroll around then entire sky-battlefield.

● **Right-click** (in Battle or Production window): Brings up an options box, showing options for the selected object, including an About option which gives detailed information on the object.

● **Right-click** (while holding a unit in the cursor): Rotates the unit, if it is a bridge or single-directional Battle unit, such as the Thunder Cannon, Wind Tower, or Crossbow.

*If you have a Microsoft Intellimouse™, pressing the center "wheel" button will scroll the screen toward the mouse cursor.

Keyboard

- **Alt:** Scrolls the screen toward the mouse cursor.

- **Esc:** Toggles the menu on and off.

- **Shift:** Allows you to scroll in a straight horizontal or vertical line (Alt-Shift if in a window mode).

- **Shift-Left-Click:** Allows you to select multiple Transports.

- **Shift-1** through **0:** Saves the current screen position to the particular number.

- **1 through 0:** Centers the view on the screen position last saved to the particular number.

- **Tab:** Cycles through the last five units created (not bridges), centering the view on each one.

- **F1:** General Help.

- **F2:** Hides buildings and Geysers, so you can see behind them (toggle).

- **F3:** Shows the Chat window (toggle).

- **F4 (or H):** Centers the view on your Home Temple.

- **F5 (or P):** Centers the view on your High Priest.

- **F6:** Shows the current Knowledge which you have acquired.

- **F7:** Toggles the artwork that denotes ownership over islands.

- **F8:** Displays current mission objectives.

- **F9:** Displays a list of players in the current game and their status.

- **Shift-F9** or **Pause:** Pauses the game.

- **Ctrl-F5 (or N):** Cycles through all of your Transports, selecting (**left-clicking**) each as it goes.

- **Q, W, A,** and **S:** Equivalent to picking up the bridge piece from the corresponding position (to the letters' keyboard position) in the Production window. Add **Z** and **X** for six-slot multiplayer games.
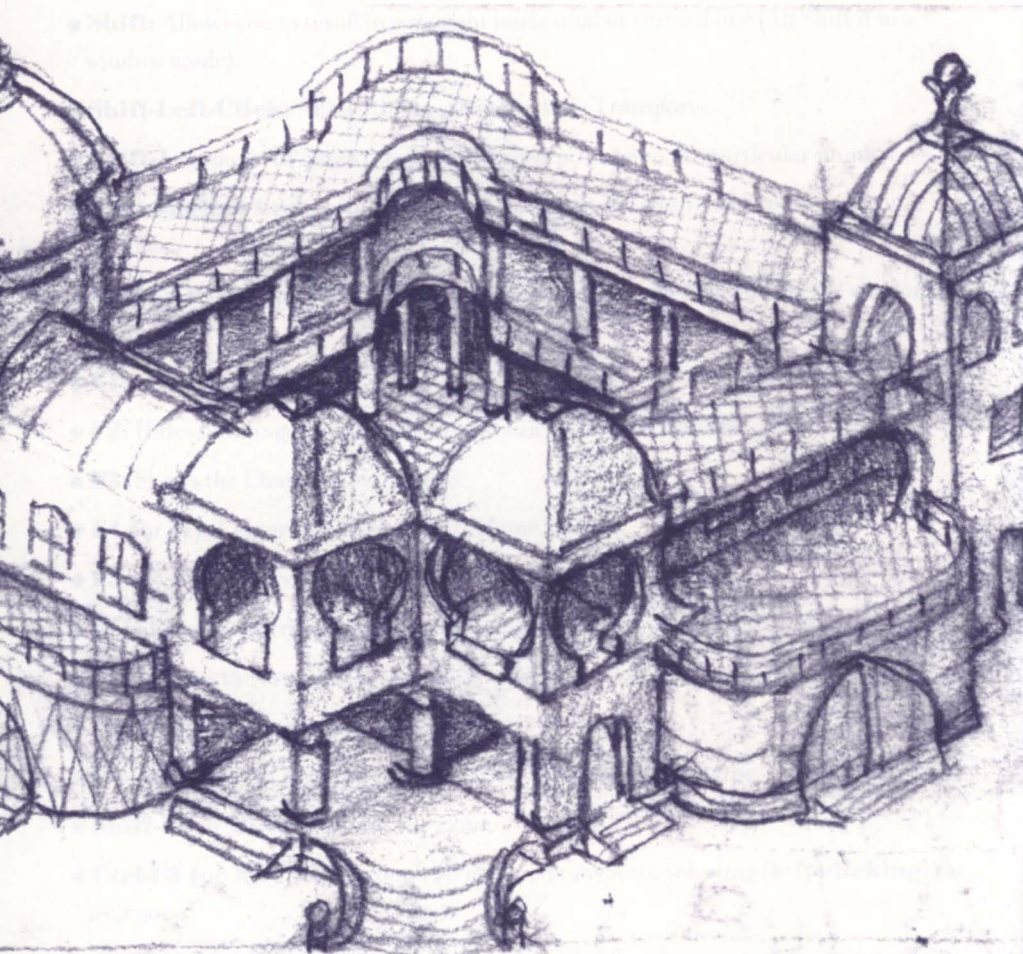
Book Nine:
A Final Lesson in Advanced Tactics

Now that you have been instructed in all of the features of *NetStorm*, here are a few advanced tactics to help you achieve your goals more easily and more efficiently:

1. Understanding the rules of engagement is essential to success in *NetStorm*. Although other games encourage micro-management of units, in *NetStorm* you must learn the ways of autonomous Battle units, and use them to your advantage to achieve victory.

2. Different Battle units behave in different ways. Man o' Wars, for instance, will attack enemy Transports, but Whirligigs will not. The advanced player should carefully read the descriptions of units (by clicking **About** in the right-click options box) for clues such as this one.

3. Battle units will always choose the closest available target. Once locked, they will keep at it until destroyed. Certain defensive units, like Stone Towers, can be interposed to interrupt enemy fire. The closest target will be chosen even if it is invulnerable to the attacker!

4. When shooting units explode, they also damage every other unit nearby! Those nearby units may also explode from that damage, causing a chain reaction. Temples also explode in this way. (Salvaging a unit does not cause such an explosion, but bridges are affected in the same way, as if the unit had exploded.)

5. When a unit explodes, cracked bridges nearby will also be destroyed. Un-cracked bridges nearby will crack, or become a jagged-ended. If you need to break through the enemy's bridges just salvage your own units near it!

6. When you destroy an enemy unit you receive 25% of its Storm Power value. Remember that Whirligigs and Man o' Wars cost no additional Storm Power to build, and thus return none to you when destroyed. Only their bases will do so.

7. Salvaging healthy units rewards you with 25% of the original Storm Power value. Salvaging damaged units rewards you with less. If you think you will no longer be needing a unit, consider salvaging it while it is still worth something.

8. When you are targeting an enemy unit with one of your Battle units, remember that you must target the area where the enemy unit meets the ground. If your shots are targeting the unit's "upper" areas, then your shots will fly right by, or worse, may not target anything at all.

9. Be aware that harvesting Transports will always search for the closest Storm Geyser and return to it loyally. This might mean that they walk through enemy territory, so watch them carefully and control them individually if necessary.

10. *NetStorm* introduces a new scrolling method which, if used properly, can improve your efficiency in battle. Hold down the **Alt** key and the screen will scroll towards the mouse cursor. The farther your cursor is towards the edge of the screen, the faster it will scroll.

11. When placing units off of the ends of bridges, be sure to take advantage of the "spurs" or "branches". If you place units on these "branches" (as opposed to the single open end of a bridge) then you will still maintain an open connection, even if your units are destroyed. Once a bridge connection is broken, it is often difficult to re-establish it.
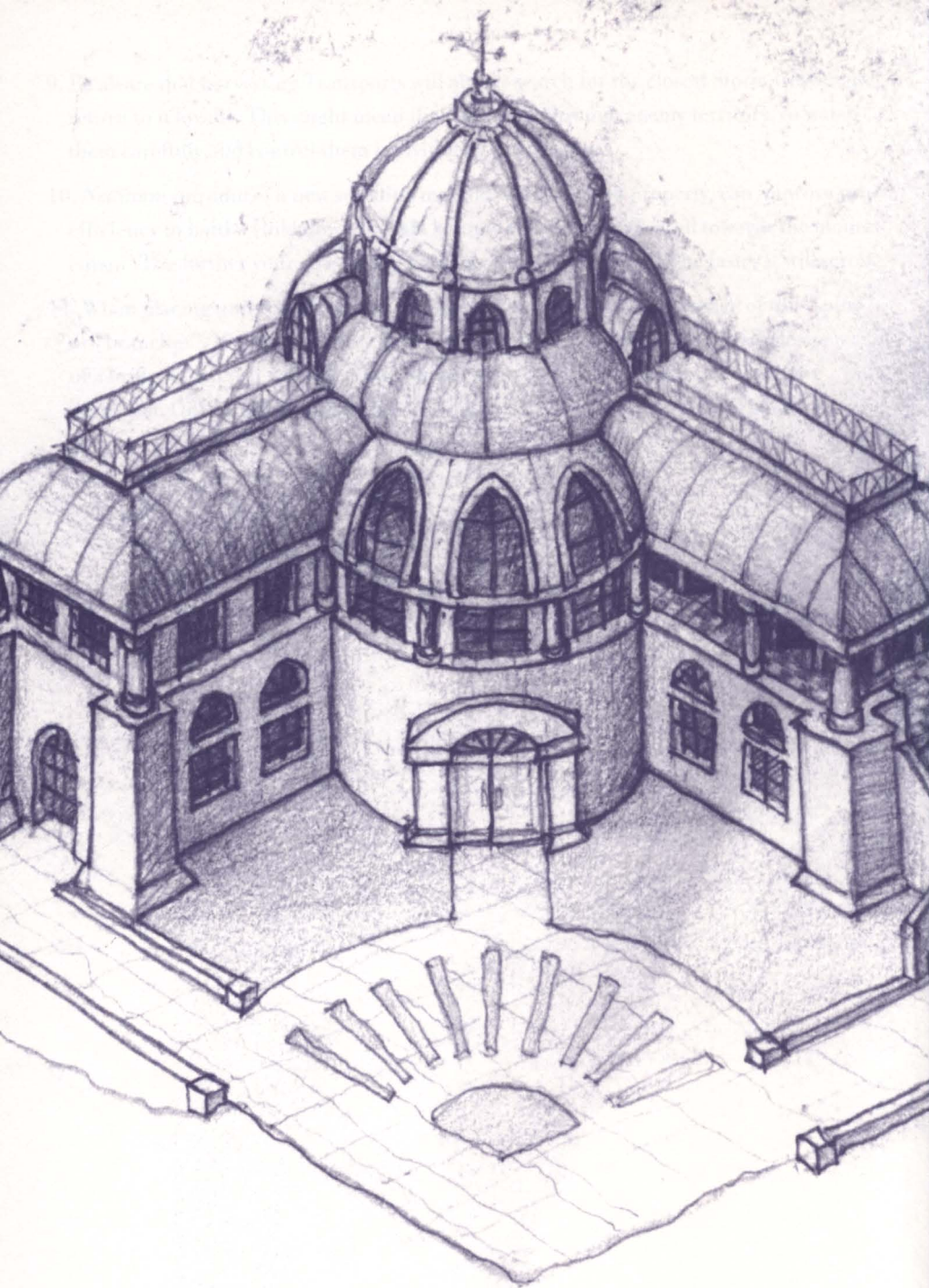
Book Ten:
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Jim Greer, Director of Mind Control Products

Steve Moore, Father

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Kelcey Privett, Artist

Zack Simpson, Chief Executive Nerd

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John Miles, Graphic Code

Mark Morgan, Music

Morgan Ogburn, Conceptual Art

Mike Privett, Additional Programming

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Tom Byrne, Voice Talent

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Jason Kay, Producer

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